# Table of Contents

1. Preamble .................................................. 1
2. Introduction ........................................... 3
   2.1. Document Conventions ............................. 3
3. Fundamentals .......................................... 6
   3.1. Host and Device Environment .................... 6
   3.2. Execution Model ................................ 6
   3.3. Object Model ..................................... 8
   3.4. Application Binary Interface .................. 12
   3.5. Command Syntax and Duration ................. 13
   3.6. Threading Behavior .............................. 15
   3.7. Valid Usage ...................................... 32
   3.8. `VkResult` Return Codes ....................... 38
   3.9. Numeric Representation and Computation ...... 43
   3.10. Fixed-Point Data Conversions ................. 45
   3.11. Common Object Types .......................... 46
   3.12. API Name Aliases ............................... 75
4. Initialization .......................................... 76
   4.1. Command Function Pointers ...................... 76
   4.2. Instances ......................................... 79
5. Devices and Queues ................................... 89
   5.1. Physical Devices ................................ 89
   5.2. Devices ........................................... 133
   5.3. Queues ............................................ 147
6. Command Buffers ...................................... 157
   6.1. Command Buffer Lifecycle ....................... 157
   6.2. Command Pools .................................. 159
   6.3. Command Buffer Allocation and Management ... 166
   6.4. Command Buffer Recording ...................... 171
   6.5. Command Buffer Submission .................... 180
   6.6. Queue Forward Progress ......................... 203
   6.7. Secondary Command Buffer Execution .......... 204
   6.8. Nested Command Buffers ......................... 210
   6.9. Command Buffer Device Mask .................... 211
7. Synchronization and Cache Control .................. 215
   7.1. Execution and Memory Dependencies .......... 215
   7.2. Implicit Synchronization Guarantees .......... 246
   7.3. Fences ........................................... 248
   7.4. Semaphores ....................................... 270
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.5. Events</td>
<td>300</td>
</tr>
<tr>
<td>7.6. Pipeline Barriers</td>
<td>326</td>
</tr>
<tr>
<td>7.7. Memory Barriers</td>
<td>336</td>
</tr>
<tr>
<td>7.8. Wait Idle Operations</td>
<td>388</td>
</tr>
<tr>
<td>7.9. Host Write Ordering Guarantees</td>
<td>390</td>
</tr>
<tr>
<td>7.10. Synchronization and Multiple Physical Devices</td>
<td>390</td>
</tr>
<tr>
<td>7.11. Calibrated Timestamps</td>
<td>391</td>
</tr>
<tr>
<td>8. Render Pass</td>
<td>395</td>
</tr>
<tr>
<td>8.1. Render Pass Objects</td>
<td>414</td>
</tr>
<tr>
<td>8.2. Render Pass Creation</td>
<td>416</td>
</tr>
<tr>
<td>8.3. Render Pass Compatibility</td>
<td>471</td>
</tr>
<tr>
<td>8.4. Framebuffers</td>
<td>471</td>
</tr>
<tr>
<td>8.5. Render Pass Load Operations</td>
<td>482</td>
</tr>
<tr>
<td>8.6. Render Pass Store Operations</td>
<td>484</td>
</tr>
<tr>
<td>8.7. Render Pass Multisample Resolve Operations</td>
<td>485</td>
</tr>
<tr>
<td>8.8. Render Pass Commands</td>
<td>487</td>
</tr>
<tr>
<td>8.9. Common Render Pass Data Races (Informative)</td>
<td>510</td>
</tr>
<tr>
<td>9. Shaders</td>
<td>513</td>
</tr>
<tr>
<td>9.1. Shader Objects</td>
<td>513</td>
</tr>
<tr>
<td>9.2. Shader Modules</td>
<td>533</td>
</tr>
<tr>
<td>9.3. Binding Shaders</td>
<td>537</td>
</tr>
<tr>
<td>9.4. Shader Execution</td>
<td>537</td>
</tr>
<tr>
<td>9.5. Shader Memory Access Ordering</td>
<td>538</td>
</tr>
<tr>
<td>9.6. Shader Inputs and Outputs</td>
<td>539</td>
</tr>
<tr>
<td>9.7. Vertex Shaders</td>
<td>539</td>
</tr>
<tr>
<td>9.8. Tessellation Control Shaders</td>
<td>540</td>
</tr>
<tr>
<td>9.9. Tessellation Evaluation Shaders</td>
<td>541</td>
</tr>
<tr>
<td>9.10. Geometry Shaders</td>
<td>542</td>
</tr>
<tr>
<td>9.11. Fragment Shaders</td>
<td>542</td>
</tr>
<tr>
<td>9.12. Compute Shaders</td>
<td>542</td>
</tr>
<tr>
<td>9.13. Ray Generation Shaders</td>
<td>542</td>
</tr>
<tr>
<td>9.15. Any-Hit Shaders</td>
<td>543</td>
</tr>
<tr>
<td>9.16. Closest Hit Shaders</td>
<td>543</td>
</tr>
<tr>
<td>9.17. Miss Shaders</td>
<td>544</td>
</tr>
<tr>
<td>9.18. Callable Shaders</td>
<td>544</td>
</tr>
<tr>
<td>9.19. Interpolation Decorations</td>
<td>544</td>
</tr>
<tr>
<td>9.20. Static Use</td>
<td>545</td>
</tr>
<tr>
<td>9.21. Scope</td>
<td>545</td>
</tr>
<tr>
<td>9.22. Group Operations</td>
<td>550</td>
</tr>
<tr>
<td>9.23. Quad Group Operations</td>
<td>552</td>
</tr>
</tbody>
</table>
26.1. Discard Rectangles Test ........................................ 1583
26.2. Scissor Test .................................................. 1589
26.3. Sample Mask Test ........................................... 1591
26.4. Fragment Shading ............................................ 1593
26.5. Multisample Coverage ...................................... 1596
26.6. Depth and Stencil Operations .............................. 1600
26.7. Depth Bounds Test ......................................... 1601
26.8. Stencil Test .................................................. 1604
26.9. Depth Test ................................................... 1614
26.10. Sample Counting .......................................... 1619
26.11. Coverage Reduction ...................................... 1619
27. The Framebuffer ................................................ 1621
27.1. Blending ...................................................... 1621
27.2. Logical Operations ......................................... 1636
27.3. Color Write Mask .......................................... 1641
28. Dispatching Commands ........................................ 1642
29. Sparse Resources ................................................ 1661
29.1. Sparse Resource Features .................................. 1661
29.2. Sparse Buffers and Fully-Resident Images .......... 1662
29.3. Sparse Partially-Resident Buffers .................... 1663
29.4. Sparse Partially-Resident Images ....................... 1663
29.5. Sparse Memory Aliasing .................................. 1671
29.6. Sparse Resource Implementation Guidelines (Informative) ........................................ 1672
29.7. Sparse Resource API ....................................... 1674
30. Window System Integration (WSI) .......................... 1702
30.1. WSI Platform ................................................ 1702
30.2. WSI Surface ................................................... 1702
30.3. Presenting Directly to Display Devices .............. 1716
30.4. Querying for WSI Support .................................. 1737
30.5. Surface Queries ............................................. 1742
30.6. Device Group Queries .................................... 1757
30.7. Present Wait ................................................ 1762
30.8. WSI Swapchain ............................................. 1763
30.9. Hdr Metadata ................................................ 1802
31. Deferred Host Operations .................................... 1805
31.1. Requesting Deferral ......................................... 1805
31.2. Deferred Host Operations API ........................... 1806
32. Private Data .................................................... 1812
33. Acceleration Structures ....................................... 1818
33.1. Acceleration Structures .................................... 1818
33.2. Host Acceleration Structure Operations ............. 1867
34. Micromap ................................................................. 1883
  34.1. Micromaps ......................................................... 1883
  34.2. Host Micromap Operations ................................. 1902
35. Ray Traversal ......................................................... 1913
  35.1. Ray Intersection Candidate Determination .............. 1913
  35.2. Ray Intersection Culling ...................................... 1916
  35.3. Ray Intersection Confirmation ............................... 1920
  35.4. Ray Closest Hit Determination .............................. 1922
  35.5. Ray Result Determination ...................................... 1922
36. Ray Tracing .......................................................... 1924
  36.1. Shader Call Instructions ..................................... 1924
  36.2. Ray Tracing Commands ........................................ 1926
  36.3. Shader Binding Table ......................................... 1953
  36.4. Ray Tracing Pipeline Stack ................................... 1956
  36.5. Ray Tracing Capture Replay .................................. 1957
37. Video Coding ........................................................ 1958
  37.1. Video Picture Resources ...................................... 1958
  37.2. Decoded Picture Buffer ...................................... 1960
  37.3. Video Profiles .................................................. 1962
  37.4. Video Capabilities ............................................. 1972
  37.5. Video Sessions .................................................. 1981
  37.6. Video Profile Compatibility .................................. 1993
  37.7. Video Session Parameters .................................... 1994
  37.8. Video Coding Scope ............................................ 2015
  37.9. Video Coding Control ......................................... 2025
  37.10. Inline Queries .................................................. 2029
  37.11. Video Decode Operations ................................... 2030
  37.12. H.264 Decode Operations ................................... 2047
  37.13. H.265 Decode Operations ................................... 2060
  37.14. AV1 Decode Operations ...................................... 2074
  37.15. Video Encode Operations ................................... 2085
  37.16. Video Encode Rate Control ................................. 2114
  37.17. H.264 Encode Operations ................................... 2123
  37.18. H.265 Encode Operations ................................... 2157
38. Extending Vulkan .................................................... 2197
  38.1. Instance and Device Functionality ........................ 2197
  38.2. Core Versions .................................................... 2197
  38.3. Layers ............................................................. 2201
  38.4. Extensions ......................................................... 2205
  38.5. Extension Dependencies ....................................... 2209
  38.6. Compatibility Guarantees (Informative) .................... 2210
Chapter 1. Preamble

Copyright 2014-2024 The Khronos Group Inc.

This Specification is protected by copyright laws and contains material proprietary to Khronos. Except as described by these terms, it or any components may not be reproduced, republished, distributed, transmitted, displayed, broadcast or otherwise exploited in any manner without the express prior written permission of Khronos.

Khronos grants a conditional copyright license to use and reproduce the unmodified Specification for any purpose, without fee or royalty, EXCEPT no licenses to any patent, trademark or other intellectual property rights are granted under these terms.

Khronos makes no, and expressly disclaims any, representations or warranties, express or implied, regarding this Specification, including, without limitation: merchantability, fitness for a particular purpose, non-infringement of any intellectual property, correctness, accuracy, completeness, timeliness, and reliability. Under no circumstances will Khronos, or any of its Promoters, Contributors or Members, or their respective partners, officers, directors, employees, agents or representatives be liable for any damages, whether direct, indirect, special or consequential damages for lost revenues, lost profits, or otherwise, arising from or in connection with these materials.

This Specification has been created under the Khronos Intellectual Property Rights Policy, which is Attachment A of the Khronos Group Membership Agreement available at https://www.khronos.org/files/member_agreement.pdf. Parties desiring to implement the Specification and make use of Khronos trademarks in relation to that implementation, and receive reciprocal patent license protection under the Khronos Intellectual Property Rights Policy must become Adopters and confirm the implementation as conformant under the process defined by Khronos for this Specification; see https://www.khronos.org/adopters.

This Specification contains substantially unmodified functionality from, and is a successor to, Khronos specifications including 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.
For purposes of the Khronos Intellectual Property Rights Policy as it relates to the definition of Necessary Patent Claims, all recommended or optional features, behaviors and functionality set forth in this Specification, if implemented, are considered to be included as Compliant Portions.

Where this Specification identifies specific sections of external references, only those specifically identified sections define normative functionality. The Khronos Intellectual Property Rights Policy excludes external references to materials and associated enabling technology not created by Khronos from the Scope of this Specification, and any licenses that may be required to implement such referenced materials and associated technologies must be obtained separately and may involve royalty payments.

Khronos and Vulkan are registered trademarks, and SPIR-V is a trademark of The Khronos Group Inc. OpenCL is a trademark of Apple Inc., used under license by Khronos. OpenGL is a registered trademark and the OpenGL ES logo is a trademark of Hewlett Packard Enterprise, used under license by Khronos. ASTC is a trademark of ARM Holdings PLC. All other product names, trademarks, and/or company names are used solely for identification and belong to their respective owners.
Chapter 2. Introduction

This document, referred to as the “Vulkan Specification” or just the “Specification” hereafter, describes the Vulkan Application Programming Interface (API). Vulkan is a C99 API designed for explicit control of low-level graphics and compute functionality.

The canonical version of the Specification is available in the official Vulkan Registry (https://registry.khronos.org/vulkan/). The source files used to generate the Vulkan specification are stored in the Vulkan Documentation Repository (https://github.com/KhronosGroup/Vulkan-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
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:


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 twos-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, video decode, video encode, protected memory management, sparse 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`, `vkQueueBindSparse`), 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 (e.g. sparse memory binding) 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.

**Note**

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.

**Note**

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. If the privateData feature is enabled for a VkDevice, each object of a non-dispatchable type created on that device must have a handle value that is unique among objects created on that device, for the duration of the object’s lifetime. Otherwise, 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.

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. Ownership of such memory must be released back to the application at the end of the duration of the command, unless that command was deferred, so that the application can alter or free this memory as soon as all the commands that acquired it have returned. If the command was deferred, ownership of such memory is released back to the application when the deferred operation is complete.

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:

- VkShaderModule
- VkPipelineCache

A VkRenderPass or VkPipelineLayout 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.

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
- VkQueryPool
- VkBuffer
- VkBufferView
- VkImage
- VkImageView
- VkPipeline
- VkSampler
- VkSamplerYcbcrConversion
- VkDescriptorPool
- VkFramebuffer
- VkRenderPass
- VkCommandBuffer
- VkCommandPool
- VkDeviceMemory
- VkDescriptorSet
- VkAccelerationStructureKHR
- VkVideoSessionKHR
- VkVideoSessionParametersKHR

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
- VkCommandPool
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 a pipeline library in another pipeline, use of a bottom level acceleration structure in an instance referenced by a top level acceleration structure, 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.

- Destroying a pool object implicitly frees all objects allocated from that pool. Specifically, destroying VkCommandPool frees all VkCommandBuffer objects that were allocated from it, and destroying VkDescriptorPool frees all VkDescriptorSet objects that were allocated from it.

- 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
    - VkQueryPool
    - VkBuffer
    - VkBufferView
    - VkImage
    - VkImageView
    - VkShaderModule
    -VkPipelineCache
    - VkPipeline
    - VkPipelineLayout
    - VkSampler
    - VkSamplerYcbcrConversion
    - VkDescriptorSetLayout
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 <stdint.h>), with exceptions described below, or elsewhere in the text when appropriate:

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

```c
// Provided by VK_VERSION_1_0
typedef uint32_t VkBool32;
```

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

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

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

VK_TRUE is a constant representing a VkBool32 True value.
VK_TRUE is a constant representing a VkBool32 False value.

#define VK_FALSE                          0U

VkDeviceSize represents device memory size and offset values:

// Provided by VK_VERSION_1_0
typedef uint64_t VkDeviceSize;

VkDeviceAddress represents device buffer address values:

// 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 can be set to a non-NULL value such that allocations for the given object are delegated to an application provided callback; 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 mutual exclusion 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.

If an application is using deferred host operations in a command, and that operation is successfully deferred, object parameters and application-owned memory passed to that command may be accessed at any time until the deferred operation is complete.

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 `vkFreeMemory`
- The `memory` parameter in `vkMapMemory`
- The `memory` parameter in `vkUnmapMemory`
- The `buffer` parameter in `vkBindBufferMemory`
- The `image` parameter in `vkBindImageMemory`
- The `queue` parameter in `vkQueueBindSparse`
- The `fence` parameter in `vkQueueBindSparse`
- 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 `queryPool` parameter in `vkDestroyQueryPool`
- The `buffer` parameter in `vkDestroyBuffer`
- The `bufferView` parameter in `vkDestroyBufferView`
- The `image` parameter in `vkDestroyImage`
- The `imageView` parameter in `vkDestroyImageView`
- The `shaderModule` parameter in `vkDestroyShaderModule`
- The `pipelineCache` parameter in `vkDestroyPipelineCache`
- The `dstCache` parameter in `vkMergePipelineCaches`
- The `pipeline` parameter in `vkDestroyPipeline`
- The `pipelineLayout` parameter in `vkDestroyPipelineLayout`
- The `sampler` parameter in `vkDestroySampler`
- The `descriptorSetLayout` parameter in `vkDestroyDescriptorSetLayout`
- The `descriptorPool` parameter in `vkDestroyDescriptorPool`
- 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 `vkDestroyCommandPool`
- 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 `vkCmdBindIndexBuffer`
- The `commandBuffer` parameter in `vkCmdBindVertexBuffers`
- The `commandBuffer` parameter in `vkCmdDraw`
- The `commandBuffer` parameter in `vkCmdDrawIndexed`
- The `commandBuffer` parameter in `vkCmdDrawIndirect`
- 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 `commandPool` parameter in `vkTrimCommandPool`
• The `ycbcrConversion` parameter in `vkDestroySamplerYcbcrConversion`
• The `descriptorUpdateTemplate` parameter in `vkDestroyDescriptorUpdateTemplate`
• 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 `privateDataSlot` parameter in `vkDestroyPrivateDataSlot`
• The `commandBuffer` parameter in `vkCmdSetEvent2`
• The `commandBuffer` parameter in `vkCmdResetEvent2`
• The `commandBuffer` parameter in `vkCmdWaitEvents2`
• The `commandBuffer` parameter in `vkCmdPipelineBarrier2`
• The `commandBuffer` parameter in `vkCmdWriteBarrier2`
• The `queue` parameter in `vkQueueSubmit2`
• The fence parameter in `vkQueueSubmit2`  
• The commandBuffer parameter in `vkCmdCopyBuffer2`  
• The commandBuffer parameter in `vkCmdCopyImage2`  
• The commandBuffer parameter in `vkCmdCopyBufferToImage2`  
• The commandBuffer parameter in `vkCmdCopyImageToBuffer2`  
• The commandBuffer parameter in `vkCmdBlitImage2`  
• The commandBuffer parameter in `vkCmdResolveImage2`  
• The commandBuffer parameter in `vkCmdBeginRendering`  
• The commandBuffer parameter in `vkCmdEndRendering`  
• The commandBuffer parameter in `vkCmdSetCullMode`  
• The commandBuffer parameter in `vkCmdSetFrontFace`  
• The commandBuffer parameter in `vkCmdSetPrimitiveTopology`  
• The commandBuffer parameter in `vkCmdSetViewportWithCount`  
• The commandBuffer parameter in `vkCmdSetScissorWithCount`  
• The commandBuffer parameter in `vkCmdBindVertexBuffer2`  
• The commandBuffer parameter in `vkCmdSetDepthTestEnable`  
• The commandBuffer parameter in `vkCmdSetDepthWriteEnable`  
• The commandBuffer parameter in `vkCmdSetDepthCompareOp`  
• The commandBuffer parameter in `vkCmdSetDepthBoundsTestEnable`  
• The commandBuffer parameter in `vkCmdSetStencilTestEnable`  
• The commandBuffer parameter in `vkCmdSetStencilOp`  
• The commandBuffer parameter in `vkCmdSetRasterizerDiscardEnable`  
• The commandBuffer parameter in `vkCmdSetDepthBiasEnable`  
• The commandBuffer parameter in `vkCmdSetPrimitiveRestartEnable`  
• The surface parameter in `vkDestroySurfaceKHR`  
• The surface member of the pCreateInfo parameter in `vkCreateSwapchainKHR`  
• The oldSwapchain member of the pCreateInfo parameter in `vkCreateSwapchainKHR`  
• The swapchain parameter in `vkDestroySwapchainKHR`  
• 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 `videoSession` parameter in `vkDestroyVideoSessionKHR`
• The `videoSession` parameter in `vkBindVideoSessionMemoryKHR`
• The `videoSessionParameters` parameter in `vkDestroyVideoSessionParametersKHR`
• The `commandBuffer` parameter in `vkCmdBeginVideoCodingKHR`
• The `commandBuffer` parameter in `vkCmdEndVideoCodingKHR`
• The `commandBuffer` parameter in `vkCmdControlVideoCodingKHR`
• The `commandBuffer` parameter in `vkCmdBeginRenderingKHR`
• The `commandBuffer` parameter in `vkCmdEndRenderingKHR`
• The `commandBuffer` parameter in `vkCmdSetDeviceMaskKHR`
• The `commandBuffer` parameter in `vkCmdDispatchBaseKHR`
• The `commandPool` parameter in `vkTrimCommandPoolKHR`
• The `commandBuffer` parameter in `vkCmdPushDescriptorSetKHR`
• The `commandBuffer` parameter in `vkCmdPushDescriptorSetWithTemplateKHR`
• The `descriptorUpdateTemplate` parameter in `vkDestroyDescriptorUpdateTemplateKHR`
• The `commandBuffer` parameter in `vkCmdBeginRenderPass2KHR`
• The `commandBuffer` parameter in `vkCmdNextSubpass2KHR`
• The `commandBuffer` parameter in `vkCmdEndRenderPass2KHR`
• The `swapchain` parameter in `vkGetSwapchainStatusKHR`
• The `ycbcrConversion` parameter in `vkDestroySamplerYcbcrConversionKHR`
• The `commandBuffer` parameter in `vkCmdDrawIndirectCountKHR`
• The `commandBuffer` parameter in `vkCmdDrawIndexedIndirectCountKHR`
• The `commandBuffer` parameter in `vkCmdSetFragmentShadingRateKHR`
• The `commandBuffer` parameter in `vkCmdSetRenderingAttachmentLocationsKHR`
• The `commandBuffer` parameter in `vkCmdSetRenderingInputAttachmentIndicesKHR`
• The `swapchain` parameter in `vkWaitForPresentKHR`
• The `operation` parameter in `vkDestroyDeferredOperationKHR`
• The `commandBuffer` parameter in `vkCmdEncodeVideoKHR`
• 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 `vkCmdTraceRaysIndirect2KHR`
- The `commandBuffer` parameter in `vkCmdBindIndexBuffer2KHR`
- The `commandBuffer` parameter in `vkCmdSetLineStippleKHR`
- The `commandBuffer` parameter in `vkCmdBindDescriptorSets2KHR`
- The `commandBuffer` parameter in `vkCmdPushConstants2KHR`
- The `commandBuffer` parameter in `vkCmdPushDescriptorSet2KHR`
- The `commandBuffer` parameter in `vkCmdPushDescriptorSetWithTemplate2KHR`
- The `commandBuffer` parameter in `vkCmdSetDescriptorBufferOffsets2EXT`
- The `commandBuffer` parameter in `vkCmdBindDescriptorBufferEmbeddedSamplers2EXT`
- The `commandBuffer` parameter in `vkCmdBindTransformFeedbackBuffersEXT`
- The `commandBuffer` parameter in `vkCmdBeginTransformFeedbackEXT`
- The `commandBuffer` parameter in `vkCmdEndTransformFeedbackEXT`
- The `commandBuffer` parameter in `vkCmdBeginQueryIndexedEXT`
- The `commandBuffer` parameter in `vkCmdEndQueryIndexedEXT`
- The `commandBuffer` parameter in `vkCmdDrawIndirectByteCountEXT`
- The `commandBuffer` parameter in `vkCmdSetDiscardRectangleEXT`
- The `commandBuffer` parameter in `vkCmdSetDiscardRectangleEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetDiscardRectangleModeEXT`
- The `commandBuffer` parameter in `vkCmdSetDepthBias2EXT`
- The `micromap` parameter in `vkDestroyMicromapEXT`
- The `commandBuffer` parameter in `vkCmdBuildMicromapsEXT`
- The `commandBuffer` parameter in `vkCmdCopyMicromapToMemoryEXT`
- The `commandBuffer` parameter in `vkCmdCopyMemoryToMicromapEXT`
- The `commandBuffer` parameter in `vkCmdWriteMicromapsPropertiesEXT`
- The `commandBuffer` parameter in `vkCmdSetDepthClampEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetPolygonModeEXT`
- The `commandBuffer` parameter in `vkCmdSetRasterizationSamplesEXT`
- The `commandBuffer` parameter in `vkCmdSetSampleMaskEXT`
- The `commandBuffer` parameter in `vkCmdSetAlphaToCoverageEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetAlphaToOneEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetLogicOpEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetColorBlendEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetColorBlendEquationEXT`
- The `commandBuffer` parameter in `vkCmdSetColorWriteMaskEXT`
- The `commandBuffer` parameter in `vkCmdSetTessellationDomainOriginEXT`
- The `commandBuffer` parameter in `vkCmdSetRasterizationStreamEXT`
- The `commandBuffer` parameter in `vkCmdSetConservativeRasterizationModeEXT`
- The `commandBuffer` parameter in `vkCmdSetExtraPrimitiveOverestimationSizeEXT`
- The `commandBuffer` parameter in `vkCmdSetDepthClipEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetSampleLocationsEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetColorBlendAdvancedEXT`
- The `commandBuffer` parameter in `vkCmdSetProvokingVertexModeEXT`
- The `commandBuffer` parameter in `vkCmdSetLineRasterizationModeEXT`
- The `commandBuffer` parameter in `vkCmdSetLineStippleEnableEXT`
- The `commandBuffer` parameter in `vkCmdSetDepthClipNegativeOneToOneEXT`
- The `commandBuffer` parameter in `vkCmdSetViewportWScalingEnableNV`
- The `commandBuffer` parameter in `vkCmdSetViewportSwizzleNV`
- The `commandBuffer` parameter in `vkCmdSetCoverageToColorEnableNV`
- The `commandBuffer` parameter in `vkCmdSetCoverageToColorLocationNV`
- The `commandBuffer` parameter in `vkCmdSetCoverageModulationModeNV`
- The `commandBuffer` parameter in `vkCmdSetCoverageModulationTableEnableNV`
- The `commandBuffer` parameter in `vkCmdSetCoverageModulationTableNV`
- The `commandBuffer` parameter in `vkCmdSetShadingRateImageEnableNV`
- The `commandBuffer` parameter in `vkCmdSetRepresentativeFragmentTestEnableNV`
- The `commandBuffer` parameter in `vkCmdSetCoverageReductionModeNV`
- The `shader` parameter in `vkDestroyShaderEXT`
- The `commandBuffer` parameter in `vkCmdBindShadersEXT`
- The `commandBuffer` parameter in `vkCmdSetCullModeEXT`
- The `commandBuffer` parameter in `vkCmdSetFrontFaceEXT`
- The `commandBuffer` parameter in `vkCmdSetPrimitiveTopologyEXT`
- The `commandBuffer` parameter in `vkCmdSetViewportWithCountEXT`
For VkPipelineCache objects created with flags containing
VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT, the above table is extended with the
pipelineCache parameter to vkCreate*Pipelines being externally synchronized.

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 `pCreateInfos` parameter in `vkCreateSharedSwapchainsKHR`
• The `oldSwapchain` member of each element of the `pCreateInfos` 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 vkCmdBindVertexBuffers
- 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 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 vkCmdDispatchBase
The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndirectCount
The VkCommandPool that commandBuffer was allocated from, in 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 vkCmdSetEvent2
The VkCommandPool that commandBuffer was allocated from, in vkCmdResetEvent2
The VkCommandPool that commandBuffer was allocated from, in vkCmdWaitEvents2
The VkCommandPool that commandBuffer was allocated from, in vkCmdPipelineBarrier2
The VkCommandPool that commandBuffer was allocated from, in vkCmdWriteTimestamp2
The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyBuffer2
The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyImage2
The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyBufferToImage2
The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyImageToBuffer2
The VkCommandPool that commandBuffer was allocated from, in vkCmdBlitImage2
The VkCommandPool that commandBuffer was allocated from, in vkCmdResolveImage2
The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginRendering
The VkCommandPool that commandBuffer was allocated from, in vkCmdEndRendering
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCullMode
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetFrontFace
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetPrimitiveTopology
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetViewportWithCount
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetScissorWithCount
The VkCommandPool that commandBuffer was allocated from, in vkCmdBindVertexBufferBuffers2
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthTestEnable
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthWriteEnable
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthCompareOp
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthBoundsTestEnable
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetStencilTestEnable
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetStencilOp
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRasterizerDiscardEnable
The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthBiasEnable
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetPrimitiveRestartEnable
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginVideoCodingKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdEndVideoCodingKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdControlVideoCodingKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginRenderingKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdEndRenderingKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDeviceMaskKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDispatchBaseKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdPushDescriptorSetKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdPushDescriptorSetWithTemplateKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginRenderPass2KHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdNextSubpass2KHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdEndRenderPass2KHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndirectCountKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndexedIndirectCountKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetFragmentShadingRateKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRenderingAttachmentLocationsKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRenderingInputAttachmentIndicesKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdEncodeVideoKHR
• 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
  vkCmdTraceRaysIndirect2KHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBindIndexBuffer2KHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdSetLineStippleKHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBindDescriptorSets2KHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdPushConstants2KHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdPushDescriptorSet2KHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdPushDescriptorSetWithTemplate2KHR
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBindDescriptorBufferOffsets2EXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBindDescriptorBufferEmbeddedSamplers2EXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBindTransformFeedbackBuffersEXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBeginTransformFeedbackEXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdEndTransformFeedbackEXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdBeginQueryIndexedEXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdEndQueryIndexedEXT
• The VkCommandPool that commandBuffer was allocated from, in
  vkCmdDrawIndirectByteCountEXT
• 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
  vkCmdSetDepthBias2EXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBuildMicromapsEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyMicromapEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyMicromapToMemoryEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyMemoryToMicromapEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdWriteMicromapsPropertiesEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthClampEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetPolygonModeEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRasterizationSamplesEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetSampleMaskEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetAlphaToCoverageEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetAlphaToOneEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetLogicOpEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetColorBlendEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetColorBlendEquationEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetColorWriteMaskEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetTessellationDomainOriginEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRasterizationStreamEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetConservativeRasterizationModeEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetExtraPrimitiveOverestimationSizeEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthClipEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetSampleLocationsEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetColorBlendAdvancedEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetProvokingVertexModeEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetLineRasterizationModeEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetLineStippleEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthClipNegativeOneToOneEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetViewportWScalingEnableNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetViewportSwizzleNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCoverageToColorEnableNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCoverageToColorLocationNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCoverageModulationModeNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCoverageModulationTableEnableNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCoverageModulationTableNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetShadingRateImageEnableNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRepresentativeFragmentTestEnableNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCoverageReductionModeNV
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBindShadersEXT
• 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 vkCmdBindVertexBuffer2EXT
• 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 vkCmdSetAttachmentFeedbackLoopEnableEXT
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBuildAccelerationStructuresKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBuildAccelerationStructuresIndirectKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyAccelerationStructureKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyAccelerationStructureToMemoryKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyMemoryToAccelerationStructureKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdWriteAccelerationStructuresPropertiesKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdTraceRaysKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdTraceRaysIndirectKHR
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRayTracingPipelineStackSizeKHR
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. Once validated, released applications
should not enable validation layers by default.

### 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.

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.

Additionally, if maintenance5 is supported, any integer value representable in the range valid for the defined type is valid when used in a function that has a VkPhysicalDevice object as its first parameter. Physical device queries will either return results indicating lack of support, or ignore unsupported values when used as a bit flag in a `Vk*Flags` parameter.

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.
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.

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.

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.

This restriction is due to poorly defined behavior by C compilers given a C
 enumerant value of \texttt{0x80000000}. In some cases adding this enumerant value may increase the size of the underlying \texttt{VkFlagBits} type, breaking the ABI.

A collection of 64-bit flags is represented by a bitmask using the type \texttt{VkFlags64}:

```c
typedef uint64_t VkFlags64;
```

When the 31 bits available in \texttt{VkFlags} are insufficient, the \texttt{VkFlags64} type can be passed to commands and structures to represent up to 64 options. \texttt{VkFlags64} is not used directly in the API. Instead, a \texttt{VkFlags2} type which is an alias of \texttt{VkFlags64}, and whose name matches the corresponding \texttt{VkFlagBits2} that are valid for that type, is used.

Any \texttt{VkFlags2} 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 \texttt{VkFlags2} type if it would be a valid enumerant when used with the equivalent \texttt{VkFlagBits2} type, where the bits type is obtained by taking the flag type and replacing the trailing \texttt{Flags2} with \texttt{FlagBits2}. For example, a flag value of type \texttt{VkAccessFlags2KHR} must contain only bit flags defined by \texttt{VkAccessFlagBits2KHR}.

Any \texttt{VkFlags2} member or parameter returned from a query command or otherwise output from Vulkan to the application may contain bit flags undefined in its corresponding \texttt{VkFlagBits2} type. An application cannot rely on the state of these unspecified bits.

\textit{Note}

Both the \texttt{VkFlagBits2} type, and the individual bits defined for that type, are defined as \texttt{uint64_t} integers in the C API. This is in contrast to the 32-bit types, where the \texttt{VkFlagBits} type is defined as a C \texttt{enum} and the individual bits as enumerants belonging to that \texttt{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 \texttt{enum} type in C99.

**Valid Usage for Structure Types**

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

**Valid Usage for Structure Pointer Chains**

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

Each structure included in the \texttt{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 the conditions described in Extending Physical Device Core Functionality are met.

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 {
```

38
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 VK_VERSION_1_3
VK_PIPELINE_COMPILE_REQUIRED = 1000297000,
// 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_video_queue
VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR = -1000023000,
// Provided by VK_KHR_video_queue
VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR = -1000023001,
// Provided by VK_KHR_video_queue
VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR = -1000023002,
// Provided by VK_KHR_video_queue
VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR = -1000023003,
// Provided by VK_KHR_video_queue
VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR = -1000023004,
// Provided by VK_KHR_video_queue
VK_ERROR_VIDEO_STD_VERSION_NOT_SUPPORTED_KHR = -1000023005,
// Provided by VK_KHR_global_priority
VK_ERROR_NOT_PERMITTED_KHR = -1000174001,
// Provided by VK_KHR_deferred_host_operations
VK_THREAD_IDLE_KHR = 1000268000,
// Provided by VK_KHR_deferred_host_operations
VK_THREAD_DONE_KHR = 1000268001,
// Provided by VK_KHR_deferred_host_operations
VK_OPERATION_DEFERRED_KHR = 1000268002,
// Provided by VK_KHR_deferred_host_operations
VK_OPERATION_NOT_DEFERRED_KHR = 1000268003,
// Provided by VK_KHR_video_encode_queue
VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR = -1000299000,
// Provided by VK_EXT_shader_object
VK_INCOMPATIBLE_SHADER_BINARY_EXT = 1000482000,
// Provided by VK_KHR_maintenance1
VK_ERROR_OUT_OF_POOL_MEMORY_KHR = VK_ERROR_OUT_OF_POOL_MEMORY,
// Provided by VK_KHR_external_memory
VK_ERROR_INVALID_EXTERNAL_HANDLE_KHR = VK_ERROR_INVALID_EXTERNAL_HANDLE,
// Provided by VK_KHR_buffer_device_address
VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR = VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS,
// Provided by VK_EXT_shader_object
VK_ERROR_INCOMPATIBLE_SHADER_BINARY_EXT = VK_INCOMPATIBLE_SHADER_BINARY_EXT
} 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.
- **VK_THREAD_IDLE_KHR** A deferred operation is not complete but there is currently no work for this thread to do at the time of this call.
- **VK_THREAD_DONE_KHR** A deferred operation is not complete but there is no work remaining to assign to additional threads.
- **VK_OPERATION_DEFERRED_KHR** A deferred operation was requested and at least some of the work was deferred.
- **VK_OPERATION_NOT_DEFERRED_KHR** A deferred operation was requested and no operations were deferred.
- **VK_PIPELINE_COMPILE_REQUIRED** A requested pipeline creation would have required compilation, but the application requested compilation to not be performed.
• `VK_INCOMPATIBLE_SHADER_BINARY_EXT` The provided binary shader code is not compatible with this device.

*Note*
In the initial version of the `VK_EXT_shader_object` extension, this return code was named `VK_ERROR_INCOMPATIBLE_SHADER_BINARY_EXT` and improperly described as an error code. The name has been changed, but the old name is retained as an alias for compatibility with old code.

**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. A shader group handle assignment failed because the requested shader group handle information is no longer valid.

• **VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR** The requested VkImageUsageFlags are not supported.

• **VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR** The requested video picture layout is not supported.

• **VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR** A video profile operation specified via VkVideoProfileInfoKHR::videoCodecOperation is not supported.

• **VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR** Format parameters in a requested VkVideoProfileInfoKHR chain are not supported.

• **VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR** Codec-specific parameters in a requested VkVideoProfileInfoKHR chain are not supported.

• **VK_ERROR_VIDEO_STD_VERSION_NOT_SUPPORTED_KHR** The specified video Std header version is not supported.

• **VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR** The specified Video Std parameters do not adhere to the syntactic or semantic requirements of the used video compression standard, or values derived from parameters according to the rules defined by the used video compression standard do not adhere to the capabilities of the video compression standard or the implementation.

• **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.

---

**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.

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.

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}.

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

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

\[
x + 0 = 0 + x = x.
\]
Occasionally, further requirements will be specified. Most single-precision floating-point formats meet these requirements.

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

### 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 `NaN` is converted to a `NaN`.

### 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](https://www.khronos.org/khronos_SPECifications/).

### 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](https://www.khronos.org/khronos_SPECifications/).

### 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](https://www.khronos.org/khronos_SPECifications/).

### 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 must not lead to Vulkan interruption or termination. For example, providing a negative zero (where applicable) or a denormalized number to a Vulkan command must yield deterministic results, while providing a `NaN` or `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 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 should round to nearest. If \( r \) is equal to an integer, then that integer value must be returned. In particular, if \( f \) is equal to 0.0 or 1.0, then \( c \) 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 should round to nearest. If \( r \) is equal to an integer, then that integer value must be returned. In particular, if \( f \) is equal to -1.0, 0.0, or 1.0, then \( c \) 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. Common Object Types

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

#### 3.11.1. 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.

### 3.11.2. Extents

Extents are used to describe the size of a rectangular region of pixels within an image or framebuffer, as (width,height) for two-dimensional images, or as (width,height,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;
```

• *width* is the width of the extent.
• *height* is the height of the extent.

A three-dimensional extent is defined by the structure:

```c
// Provided by VK_VERSION_1_0
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.

### 3.11.3. 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.

### 3.11.4. 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:
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_MEMORY_DEDICATED_REQUIREMENTS = 1000127000,

// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_MEMORY_DEDICATE_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_DEVICE_GROUP_BIND_SPARSE_INFO = 1000060006,
VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORYDEVICEGROUP_INFO = 1000060013,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BINDIMAGEMEMORYDEVICEGROUP_INFO = 1000060014,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICALDEVICEGROUP_PROPERTIES = 1000070000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPEDEVICEGROUPDEVICE_CREATE_INFO = 1000070001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPEBUFFERMEMORYREQUIREMENTS_INFO_2 = 1000146000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPEIMAGEMEMORYREQUIREMENTS_INFO_2 = 1000146001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPEIMAGESPARSEMEMORYREQUIREMENTS_INFO_2 = 1000146002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_MEMORYREQUIREMENTS_2 = 1000146003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_SPARSE_IMAGE_MEMORY_REQUIREMENTS_2 = 1000146004,
// 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_PHYSICALDEVICE_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_PHYSICALDEVICE_MEMORY_PROPERTIES_2 = 1000059006,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_SPARSE_IMAGE_FORMAT_PROPERTIES_2 = 1000059007,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICALDEVICE_SPARSE_IMAGE_FORMAT_INFO_2 = 1000059008,
// 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_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_PHYSICALDEVICE_MULTIVIEW_FEATURES = 1000053001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICALDEVICE_MULTIVIEW_PROPERTIES = 1000053002,
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_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO = 1000085000,
// 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,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES = 1000076001,
// 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_CREATE_INFO = 1000077000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_3_PROPERTIES = 1000168000,
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_SUPPORT = 1000168001,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DRAW_PARAMETERS_FEATURES = 1000063000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_FEATURES = 49,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_PROPERTIES = 50,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_FEATURES = 51,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_PROPERTIES = 52,
VK_STRUCTURE_TYPE_IMAGE_FORMAT_LIST_CREATE_INFO = 1000147000,
VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2 = 1000109000,
VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2 = 1000109001,
VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2 = 1000109002,
VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2 = 1000109003,
VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2 = 1000109004,
VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO = 1000109005,
VK_STRUCTURE_TYPE_SUBPASS_END_INFO = 1000109006,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_8BIT_STORAGE_FEATURES = 1000177000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DRIVER_PROPERTIES = 1000196000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_INT64_FEATURES = 1000180000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES = 1000082000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES = 1000197000,
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_BINDING_FLAGS_CREATE_INFO = 1000161000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_FEATURES = 1000161001,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_PROPERTIES = 1000161002,
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_VARIABLE_DESCRIPTOR_COUNT_ALLOCATE_INFO = 1000161003,
// 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,
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_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO = 1000257002,
// 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,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_3_FEATURES = 53,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_3_PROPERTIES = 54,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PIPELINE_CREATION_FEEDBACK_CREATE_INFO = 1000192000,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES = 1000215000,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES = 1000295000,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PRIVATE_DATA_SLOT_CREATE_INFO = 1000295002,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PIPELINE_CREATION_CACHE_CONTROL_FEATURES = 1000297000,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_MEMORY_BARRIER_2 = 1000314000,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2 = 1000314001,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2 = 1000314002,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_DEPENDENCY_INFO = 1000314003,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_SUBMIT_INFO_2 = 1000314004,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO = 1000314005,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO = 1000314006,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES = 1000314007,
// Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ZERO_INITIALIZE_WORKGROUP_MEMORY_FEATURES = 1000325000.
VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_RENDERING_INFO = 100044004,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_FEATURES =
    1000280000,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_PROPERTIES =
    1000280001,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_PROPERTIES =
    1000281001,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_3 =
    1000360000,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_FEATURES =
    1000413000,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_PROPERTIES =
    1000413001,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_DEVICE_BUFFER_MEMORY_REQUIREMENTS =
    1000413002,
    // Provided by VK_VERSION_1_3
VK_STRUCTURE_TYPE_DEVICE_IMAGE_MEMORY_REQUIREMENTS =
    1000413003,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain
VK_STRUCTURE_TYPE_SWAPCHAIN_CREATE_INFO_KHR =
    1000001000,
    // Provided by VK_KHR_swapchain
VK_STRUCTURE_TYPE_PRESENT_INFO_KHR =
    1000001001,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
VK_KHR_surface
VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR =
    1000060007,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
VK_KHR_swapchain
VK_STRUCTURE_TYPE_IMAGE_SWAPCHAIN_CREATE_INFO_KHR =
    1000060008,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
VK_KHR_swapchain
VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_SWAPCHAIN_INFO_KHR =
    1000060009,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
VK_KHR_swapchain
VK_STRUCTURE_TYPE_ACQUIRE_NEXT_IMAGE_INFO_KHR =
    1000060010,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
VK_KHR_swapchain
VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_INFO_KHR =
    1000060011,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
VK_KHR_swapchain
VK_STRUCTURE_TYPE_DEVICE_GROUP_SWAPCHAIN_CREATE_INFO_KHR =
    1000060012,
    // Provided by VK_KHR_display
VK_STRUCTURE_TYPE_DISPLAY_MODE_CREATE_INFO_KHR =
    1000002000,
    // Provided by VK_KHR_display
VK_STRUCTURE_TYPE_DISPLAY_SURFACE_CREATE_INFO_KHR =
    1000002001,
    // Provided by VK_KHR_xlib_surface
VK_STRUCTURE_TYPE_XLIB_SURFACE_CREATE_INFO_KHR =
    1000004000,
    // Provided by VK_KHR_xcb_surface
VK_STRUCTURE_TYPE_XCB_SURFACE_CREATE_INFO_KHR =
    1000005000,
// Provided by VK_KHR_wayland_surface
VK_STRUCTURE_TYPE_WAYLAND_SURFACE_CREATE_INFO_KHR = 1000006000,
// Provided by VK_KHR_android_surface
VK_STRUCTURE_TYPE_ANDROID_SURFACE_CREATE_INFO_KHR = 1000008000,
// Provided by VK_KHR_win32_surface
VK_STRUCTURE_TYPE_WIN32_SURFACE_CREATE_INFO_KHR = 1000009000,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_PROFILE_INFO_KHR = 1000023000,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_CAPABILITIES_KHR = 1000023001,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_PICTURE_RESOURCE_INFO_KHR = 1000023002,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_SESSION_MEMORY_REQUIREMENTS_KHR = 1000023003,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_BIND_VIDEO_SESSION_MEMORY_INFO_KHR = 1000023004,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_SESSION_CREATE_INFO_KHR = 1000023005,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_SESSION_PARAMETERS_CREATE_INFO_KHR = 1000023006,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_SESSION_PARAMETERS_UPDATE_INFO_KHR = 1000023007,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_BEGIN_CODING_INFO_KHR = 1000023008,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_END_CODING_INFO_KHR = 1000023009,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_CODING_CONTROL_INFO_KHR = 1000023010,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_REFERENCE_SLOT_INFO_KHR = 1000023011,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_QUEUE_FAMILY_VIDEO_PROPERTIES_KHR = 1000023012,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_PROFILE_LIST_INFO_KHR = 1000023013,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_FORMAT_INFO_KHR = 1000023014,
// Provided by VK_KHR_video_queue
VK_STRUCTURE_TYPE_VIDEO_FORMAT_PROPERTIES_KHR = 1000023015,
// Provided by VK_KHR_video_decode_queue
VK_STRUCTURE_TYPE_VIDEO_DECODE_INFO_KHR = 1000024000,
// Provided by VK_KHR_video_decode_queue
VK_STRUCTURE_TYPE_VIDEO_DECODE_CAPABILITIES_KHR = 1000024001,
// Provided by VK_KHR_video_decode_queue
VK_STRUCTURE_TYPE_VIDEO_DECODE_USAGE_INFO_KHR = 1000024002,
// Provided by VK_EXT_transform_feedback
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TRANSFORM_FEEDBACK_FEATURES_EXT = 1000028000,
// Provided by VK_EXT_transform_feedback
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TRANSFORM_FEEDBACK_PROPERTIES_EXT = 1000028001
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_STATE_STREAM_CREATE_INFO_EXT = 1000028000,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_CAPABILITIES_KHR = 1000038000,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_CREATE_INFO_KHR = 1000038001,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_ADD_INFO_KHR = 1000038002,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_PICTURE_INFO_KHR = 1000038003,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_DPDB_SLOT_INFO_KHR = 1000038004,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_NALU_SLICE_INFO_KHR = 1000038005,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_GOP_REMAINING_FRAME_INFO_KHR = 1000038006,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_PROFILE_INFO_KHR = 1000038007,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_RATE_CONTROL_INFO_KHR = 1000038008,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_RATE_CONTROL_LAYER_INFO_KHR = 1000038009,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_CREATE_INFO_KHR = 1000038010,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_QUALITY_LEVEL_PROPERTIES_KHR = 1000038011,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_GET_INFO_KHR = 1000038012,
// Provided by VK_KHR_video_encode_h264
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_FEEDBACK_INFO_KHR = 1000038013,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_CAPABILITIES_KHR = 1000039000,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_CREATE_INFO_KHR = 1000039001,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_ADD_INFO_KHR = 1000039002,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_PICTURE_INFO_KHR = 1000039003,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_DPDB_SLOT_INFO_KHR = 1000039004,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_NALU_SLICE_SEGMENT_INFO_KHR = 1000039005,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_GOP_REMAINING_FRAME_INFO_KHR = 1000039006,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_PROFILE_INFO_KHR = 1000039007,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_RATE_CONTROL_INFO_KHR = 1000039009,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_RATE_CONTROL_LAYER_INFO_KHR = 1000039010,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_CREATE_INFO_KHR = 1000039011,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_QUALITY_LEVEL_PROPERTIES_KHR = 1000039012,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_GET_INFO_KHR = 1000039013,
// Provided by VK_KHR_video_encode_h265
VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_FEEDBACK_INFO_KHR = 1000039014,
// Provided by VK_KHR_video_decode_h264
VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_CAPABILITIES_KHR = 1000040000,
// Provided by VK_KHR_video_decode_h264
VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_PICTURE_INFO_KHR = 1000040001,
// Provided by VK_KHR_video_decode_h264
VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_PROFILE_INFO_KHR = 1000040003,
// Provided by VK_KHR_video_decode_h264
VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_SESSION_PARAMETERS_CREATE_INFO_KHR = 1000040004,
// Provided by VK_KHR_video_decode_h264
VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_SESSION_PARAMETERS_ADD_INFO_KHR = 1000040005,
// Provided by VK_KHR_video_decode_h264
VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_DPB_SLOT_INFO_KHR = 1000040006,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_STRUCTURE_TYPE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_INFO_KHR = 1000044006,
// Provided by VK_KHR_dynamic_rendering with VK_EXT_fragment_density_map
VK_STRUCTURE_TYPE_RENDERING_FRAGMENT_DENSITY_MAP_ATTACHMENT_INFO_EXT = 1000044007,
// Provided by VK_KHR_dynamic_rendering with VK_AMD_mixed_attachment_samples
VK_STRUCTURE_TYPE_ATTACHMENT_SAMPLE_COUNT_INFO_AMD = 1000044008,
// Provided by VK_KHR_dynamic_rendering with VK_NVX_multiview_per_view_attributes
VK_STRUCTURE_TYPE_MULTIVIEW_PER_VIEW_ATTRIBUTES_INFO_NVX = 1000044009,
// Provided by VK_KHR_external_memory_win32
VK_STRUCTURE_TYPE_IMPORT_MEMORY_WIN32_HANDLE_INFO_KHR = 1000073000,
// Provided by VK_KHR_external_memory_win32
VK_STRUCTURE_TYPE_EXPORT_MEMORY_WIN32_HANDLE_INFO_KHR = 1000073001,
// Provided by VK_KHR_external_memory_win32
VK_STRUCTURE_TYPE_MEMORY_WIN32_HANDLE_PROPERTIES_KHR = 1000073002,
// Provided by VK_KHR_external_memory_win32
VK_STRUCTURE_TYPE_MEMORY_GET_WIN32_HANDLE_INFO_KHR = 1000073003,
// Provided by VK_KHR_external_semaphore_win32
VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_WIN32_HANDLE_INFO_KHR = 1000078000,
// Provided by VK_KHR_win32_keyed_mutex
VK_STRUCTURE_TYPE_WIN32_KEYED_MUTEX_ACQUIRE_RELEASE_INFO_KHR = 1000075000,
// Provided by VK_KHR_external_memory_fd
VK_STRUCTURE_TYPE_IMPORT_MEMORY_FD_INFO_KHR = 1000074000,
// Provided by VK_KHR_external_memory_fd
VK_STRUCTURE_TYPE_MEMORY_FD_PROPERTIES_KHR = 1000074001,
// Provided by VK_KHR_external_memory_fd
VK_STRUCTURE_TYPE_MEMORY_GET_FD_INFO_KHR = 1000074002,
// Provided by VK_KHR_win32_keyed_mutex
VK_STRUCTURE_TYPE_WIN32_KEYED_MUTEX_ACQUIRE_RELEASE_INFO_KHR = 1000075000,
// Provided by VK_KHR_external_semaphore_win32
VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_WIN32_HANDLE_INFO_KHR = 1000078001,
// Provided by VK_KHR_external_semaphore_win32
VK_STRUCTURE_TYPE_D3D12_FENCE_SUBMIT_INFO_KHR = 1000078002,
// Provided by VK_KHR_external_semaphore_win32
VK_STRUCTURE_TYPE_SEMAPHORE_GET_WIN32_HANDLE_INFO_KHR = 1000078003,
// Provided by VK_KHR_external_semaphore_fd
VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_FD_INFO_KHR = 1000079000,
// Provided by VK_KHR_external_semaphore_fd
VK_STRUCTURE_TYPE_SEMAPHORE_GET_FD_INFO_KHR = 1000079001,
// Provided by VK_KHR_push_descriptor
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PUSH_DESCRIPTOR_PROPERTIES_KHR = 1000080000,
// Provided by VK_KHR_incremental_present
VK_STRUCTURE_TYPE_PRESENT_REGIONS_KHR = 1000084000,
// 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_KHR_depth_clip_enable
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_CLIP_ENABLE_FEATURES_EXT = 1000102000,
// Provided by VK_KHR_depth_clip_enable
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_DEPTH_CLIP_STATE_CREATE_INFO_EXT = 1000102001,
// Provided by VK_EXT_hdr_metadata
VK_STRUCTURE_TYPE_HDR_METADATA_EXT = 1000105000,
// Provided by VK_KHR_shared_presentable_image
VK_STRUCTURE_TYPE_SHARED_PRESENT_SURFACE_CAPABILITIES_KHR = 1000111000,
// Provided by VK_KHR_external_fence_win32
VK_STRUCTURE_TYPE_IMPORT_FENCE_WIN32_HANDLE_INFO_KHR = 1000114000,
// Provided by VK_KHR_external_fence_win32
VK_STRUCTURE_TYPE_EXPORT_FENCE_WIN32_HANDLE_INFO_KHR = 1000114001,
// Provided by VK_KHR_external_fence_win32
VK_STRUCTURE_TYPE_FENCE_GET_WIN32_HANDLE_INFO_KHR = 1000114002,
// 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_PHYSICAL_DEVICE_SURFACE_INFO_2_KHR = 000119000,
// Provided by VK_KHR_get_surface_capabilities2
VK_STRUCTURE_TYPE_SURFACE_CAPABILITIES_2_KHR = 000119001,
// Provided by VK_KHR_get_surface_capabilities2
VK_STRUCTURE_TYPE_SURFACE_FORMAT_2_KHR = 000119002,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PROPERTIES_2_KHR = 000121000,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PLANE_PROPERTIES_2_KHR = 000121001,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_MODE_PROPERTIES_2_KHR = 000121002,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PLANE_INFO_2_KHR = 000121003,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PLANE_CAPABILITIES_2_KHR = 000121004,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET_ACCELERATION_STRUCTURE_KHR = 000150007,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_BUILD_GEOMETRY_INFO_KHR = 000150000,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_DEVICE_ADDRESS_INFO_KHR = 000150002,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_AABBS_DATA_KHR = 000150003,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_INSTANCES_DATA_KHR = 000150004,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_TRIANGLES_DATA_KHR = 000150005,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_KHR = 000150006,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_VERSION_INFO_KHR = 000150009,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_COPY_ACCELERATION_STRUCTURE_INFO_KHR = 000150010,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_COPY_ACCELERATION_STRUCTURE_TO_MEMORY_INFO_KHR = 000150011,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_COPY_MEMORY_TO_ACCELERATION_STRUCTURE_INFO_KHR = 000150012,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ACCELERATION_STRUCTURE_FEATURES_KHR = 000150013,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ACCELERATION_STRUCTURE_PROPERTIES_KHR = 000150014,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_CREATE_INFO_KHR = 000150017,
// Provided by VK_KHR_acceleration_structure
VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_BUILD_SIZES_INFO_KHR = 000150020,
// Provided by VK_KHR_ray_tracing_pipeline
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_PIPELINE_FEATURES_KHR = 000347000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_PIPELINE_PROPERTIES_KHR = 1000347001,
// Provided by VK_KHR_ray_tracing_pipeline
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_PIPELINE_CREATE_INFO_KHR = 1000150015,
// Provided by VK_KHR_ray_tracing_pipeline
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_SHADER_GROUP_CREATE_INFO_KHR = 1000150016,
// Provided by VK_KHR_ray_tracing_pipeline
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_PIPELINE_INTERFACE_CREATE_INFO_KHR = 1000150018,
// Provided by VK_KHR_ray_query
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_QUERY_FEATURES_KHR = 1000348013,
#endif
// Provided by VK_KHR_portability_subset
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PORTABILITY_SUBSET_FEATURES_KHR = 1000163000,
#endif
// Provided by VK_KHR_portability_subset
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PORTABILITY_SUBSET_PROPERTIES_KHR = 1000163001,
#endif
// Provided by VK_KHR_shader_clock
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_CLOCK_FEATURES_KHR = 1000181000,
// Provided by VK_KHR_video_decode_h265
VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_CAPABILITIES_KHR = 1000187000,
// Provided by VK_KHR_video_decode_h265
VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_SESSION_PARAMETERS_CREATE_INFO_KHR = 1000187001,
// Provided by VK_KHR_video_decode_h265
VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_SESSION_PARAMETERS_ADD_INFO_KHR = 1000187002,
// Provided by VK_KHR_video_decode_h265
VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_PROFILE_INFO_KHR = 1000187003,
// Provided by VK_KHR_video_decode_h265
VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_PICTURE_INFO_KHR = 1000187004,
// Provided by VK_KHR_video_decode_h265
VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_DPB_SLOT_INFO_KHR = 1000187005,
// 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_KHR_dynamic_rendering_local_read
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_LOCAL_READ_FEATURES_KHR = 1000232000,
// Provided by VK_KHR_dynamic_rendering_local_read
VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_LOCATION_INFO_KHR = 1000232001,
// Provided by VK_KHR_dynamic_rendering_local_read
VK_STRUCTURE_TYPE_RENDERING_INPUT_ATTACHMENT_INDEX_INFO_KHR = 1000232002,
// Provided by VK_KHR_shader_quad_control
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_QUAD_CONTROL_FEATURES_KHR = 1000235000,
// Provided by VK_KHR_surface_protected_capabilities
VK_STRUCTURE_TYPE_SURFACE_PROTECTED_CAPABILITIES_KHR = 1000239000,
// Provided by VK_KHR_present_wait
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRESENT_WAIT_FEATURES_KHR = 1000248000,
// Provided by VK_KHR_pipeline_executable_properties
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PIPELINE_EXECUTABLE_PROPERTIES_FEATURES_KHR = 1000269000,
// Provided by VK_KHR_pipeline_executable_properties
VK_STRUCTURE_TYPE_PIPELINE_INFO_KHR = 1000269001,
// Provided by VK_KHR_pipeline_executable_properties
VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_PROPERTIES_KHR = 1000269002,
// Provided by VK_KHR_pipeline_executable_properties
VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_INFO_KHR = 1000269003,
// Provided by VK_KHR_pipeline_executable_properties
VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_STATISTIC_KHR = 1000269004,
// Provided by VK_KHR_pipeline_executable_properties
VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_INTERNAL_REPRESENTATION_KHR = 1000269005,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_FEATURES_EXT = 1000270000,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_PROPERTIES_EXT = 1000270001,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_MEMORY_TO_IMAGE_COPY_EXT = 1000270002,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_IMAGE_TO_MEMORY_COPY_EXT = 1000270003,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_COPY_IMAGE_TO_MEMORY_INFO_EXT = 1000270004,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_COPY_MEMORY_TO_IMAGE_INFO_EXT = 1000270005,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_HOST_IMAGE_LAYOUT_TRANSITION_INFO_EXT = 1000270006,
// Provided by VK_EXT_host_image_copy
VK_STRUCTURE_TYPE_COPY_IMAGE_TO_IMAGE_INFO_EXT = 1000270007,
// Provided by VK_KHR_map_memory2
VK_STRUCTURE_TYPE_MEMORY_MAP_INFO_KHR = 1000271000,
// Provided by VK_KHR_map_memory2
VK_STRUCTURE_TYPE_MEMORY_UNMAP_INFO_KHR = 1000271001,
// Provided by VK_KHR_depth_bias_control
63
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_BIAS_CONTROL_FEATURES_EXT = 1000283000,
// Provided by VK_EXT_depth_bias_control
VK_STRUCTURE_TYPE_DEPTH_BIAS_INFO_EXT = 1000283001,
// Provided by VK_EXT_depth_bias_control
VK_STRUCTURE_TYPE_DEPTH_BIAS_REPRESENTATION_INFO_EXT = 1000283002,
// Provided by VK_KHR_pipeline_library
VK_STRUCTURE_TYPE_PIPELINE_LIBRARY_CREATE_INFO_KHR = 1000290000,
// Provided by VK_KHR_present_id
VK_STRUCTURE_TYPE_PRESENT_ID_KHR = 1000294000,
// Provided by VK_KHR_present_id
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRESENT_ID_FEATURES_KHR = 1000294001,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_INFO_KHR = 1000299000,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_RATE_CONTROL_INFO_KHR = 1000299001,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_RATE_CONTROL_LAYER_INFO_KHR = 1000299002,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_CAPABILITIES_KHR = 1000299003,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_USAGE_INFO_KHR = 1000299004,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_QUERY_POOL_VIDEO_ENCODE_FEEDBACK_CREATE_INFO_KHR = 1000299005,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_ENCODE_QUALITY_LEVEL_INFO_KHR = 1000299006,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_QUALITY_LEVEL_PROPERTIES_KHR = 1000299007,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_QUALITY_LEVEL_INFO_KHR = 1000299008,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_SESSION_PARAMETERS_GET_INFO_KHR = 1000299009,
// Provided by VK_KHR_video_encode_queue
VK_STRUCTURE_TYPE_VIDEO_ENCODE_SESSION_PARAMETERS_FEEDBACK_INFO_KHR = 1000299010,
// 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_KHR_fragment_shader_barycentric
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_BARYCENTRIC_FEATURES_KHR = 1000203000,
// Provided by VK_KHR_fragment_shader_barycentric
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_BARYCENTRIC_PROPERTIES_KHR = 1000322000,
// Provided by VK_KHR_shader_subgroup_uniform_control_flow
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_UNIFORM_CONTROL_FLOW_FEATURES_KHR = 1000323000,
// Provided by VK_KHR_workgroup_memory_explicit_layout
VK_STRUCTURE_TYPE_PHYSICAL DEVICE_SHADER_SUBGROUP_UNIFORM_CONTROL_FLOW_FEATURES_KHR = 1000336000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ATTACHMENT_FEEDBACK_LOOP_LAYOUT_FEATURES_EXT = 1000339000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAME_BOUNDARY_FEATURES_EXT = 1000375000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_MAINTENANCE_1_FEATURES_KHR = 1000386000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TILE_IMAGE_FEATURES_EXT = 1000395000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TILE_IMAGE_PROPERTIES_EXT = 1000395001,

VK_STRUCTURE_TYPE_MICROMAP_BUILD_INFO_EXT = 1000396000,

VK_STRUCTURE_TYPE_MICROMAP_VERSION_INFO_EXT = 1000396001,

VK_STRUCTURE_TYPE_COPY_MICROMAP_INFO_EXT = 1000396002,

VK_STRUCTURE_TYPE_COPY_MICROMAP_TO_MEMORY_INFO_EXT = 1000396003,

VK_STRUCTURE_TYPE_COPY_MEMORY_TO_MICROMAP_INFO_EXT = 1000396004,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_OPACITY_MICROMAP_FEATURES_EXT = 1000396005,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_OPACITY_MICROMAP_PROPERTIES_EXT = 1000396006,

VK_STRUCTURE_TYPE_MICROMAP_CREATE_INFO_EXT = 1000396007,

VK_STRUCTURE_TYPE_MICROMAP_BUILD_SIZES_INFO_EXT = 1000396008,

VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_TRIANGLES_OPACITY_MICROMAP_EXT = 1000396009,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_ROTATE_FEATURES_KHR = 1000416000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_MAXIMAL_RECONVERGENCE_FEATURES_KHR = 1000434000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_NESTED_COMMAND_BUFFER_FEATURES_EXT = 1000451000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_NESTED_COMMAND_BUFFER_PROPERTIES_EXT = 1000451001,

VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_ACQUIRE_UNMODIFIED_EXT = 1000453000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_3_FEATURES_EXT = 1000455000,
// Provided by VK_EXT_extended_dynamic_state3
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_3_PROPERTIES_EXT = 1000455001,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_5_FEATURES_KHR = 1000470000,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_5_PROPERTIES_KHR = 1000470001,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_RENDERING_AREA_INFO_KHR = 1000470003,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_DEVICE_IMAGE_SUBRESOURCE_INFO_KHR = 1000470004,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_SUBRESOURCE_LAYOUT_2_KHR = 1000338002,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_IMAGE_SUBRESOURCE_2_KHR = 1000338003,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_PIPELINE_CREATE_FLAGS_2_CREATE_INFO_KHR = 1000470005,

// Provided by VK_KHR_maintenance5
VK_STRUCTURE_TYPE_BUFFER_USAGE_FLAGS_2_CREATE_INFO_KHR = 1000470006,

// Provided by VK_KHR_ray_tracing_position_fetch
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_POSITION_FETCH_FEATURES_KHR = 1000481000,

// Provided by VK_EXT_shader_object
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_OBJECT_FEATURES_EXT = 1000482000,

// Provided by VK_EXT_shader_object
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_OBJECT_PROPERTIES_EXT = 1000482001,

// Provided by VK_EXT_shader_object
VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT = 1000482002,

// Provided by VK_KHR_cooperative_matrix
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COOPERATIVE_MATRIX_FEATURES_KHR = 1000506000,

// Provided by VK_KHR_cooperative_matrix
VK_STRUCTURE_TYPE_COOPERATIVE_MATRIX_PROPERTIES_KHR = 1000506001,

// Provided by VK_KHR_cooperative_matrix
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COOPERATIVE_MATRIX_PROPERTIES_KHR = 1000506002,

// Provided by VK_KHR_video_decode_av1
VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_CAPABILITIES_KHR = 1000512000,

// Provided by VK_KHR_video_decode_av1
VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_PICTURE_INFO_KHR = 1000512001,

// Provided by VK_KHR_video_decode_av1
VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_PROFILE_INFO_KHR = 1000512003,

// Provided by VK_KHR_video_decode_av1
VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_SESSION_PARAMETERS_CREATE_INFO_KHR = 1000512004,

// Provided by VK_KHR_video_decode_av1
VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_DP8_SLOT_INFO_KHR = 1000512005,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_MAINTENANCE_1_FEATURES_KHR = 1000515000,
VK_STRUCTURE_TYPE_VIDEO_INLINE_QUERY_INFO_KHR = 1000515001,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ATTACHMENT_FEEDBACK_LOOP_DYNAMIC_STATE_FEATURES_EXT = 1000524000,
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_PHYSICAL_DEVICE_SHADER_FLOAT_CONTROLS_2_FEATURES_KHR = 1000528000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INDEX_TYPE_UINT8_FEATURES_KHR = 1000265000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_FEATURES_KHR = 1000259000,
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_LINE_STATE_CREATE_INFO_KHR = 1000259001,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_PROPERTIES_KHR = 1000259002,
VK_STRUCTURE_TYPE_CALIBRATED_TIMESTAMP_INFO_KHR = 1000184000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_EXPECT_ASSUME_FEATURES_KHR = 1000544000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_6_FEATURES_KHR = 1000545000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_6_PROPERTIES_KHR = 1000545001,
VK_STRUCTURE_TYPE_BIND_MEMORY_STATUS_KHR = 1000545002,
VK_STRUCTURE_TYPE_BIND_DESCRIPTOR_SETS_INFO_KHR = 1000545003,
VK_STRUCTURE_TYPE_PUSH_CONSTANTS_INFO_KHR = 1000545004,
VK_STRUCTURE_TYPE_PUSH_DESCRIPTOR_SET_INFO_KHR = 1000545005,
VK_STRUCTURE_TYPE_PUSH_DESCRIPTOR_SET_WITH_TEMPLATE_INFO_KHR = 1000545006,
VK_STRUCTURE_TYPE_SET_DESCRIPTOR_BUFFER_OFFSETS_INFO_EXT = 1000545007,
VK_STRUCTURE_TYPE_BIND_DESCRIPTOR_BUFFER_EMBEDDED_SAMPLERS_INFO_EXT = 1000545008,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTER_FEATURES =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTERS_FEATURES,
  // Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DRAW_PARAMETER_FEATURES =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DRAW_PARAMETERS_FEATURES,
  // Provided by VK_KHR_dynamic_rendering
VK_STRUCTURE_TYPE_RENDERING_INFO_KHR = VK_STRUCTURE_TYPE_RENDERING_INFO,
  // Provided by VK_KHR_dynamic_rendering
VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_INFO_KHR =
VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_INFO,
  // Provided by VK_KHR_dynamic_rendering
VK_STRUCTURE_TYPE_PIPELINE_RENDERING_CREATE_INFO_KHR =
VK_STRUCTURE_TYPE_PIPELINE_RENDERING_CREATE_INFO,
  // Provided by VK_KHR_dynamic_rendering
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_FEATURES_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_FEATURES,
  // Provided by VK_KHR_dynamic_rendering
VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_RENDERING_INFO_KHR =
VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_RENDERING_INFO,
  // Provided by VK_KHR_dynamic_rendering with VK_NV_framebuffer_mixed_samples
VK_STRUCTURE_TYPE_ATTACHMENT_SAMPLE_COUNT_INFO_NV =
VK_STRUCTURE_TYPE_ATTACHMENT_SAMPLE_COUNT_INFO_AMD,
  // Provided by VK_KHR_multiview
VK_STRUCTURE_TYPE_RENDER_PASS_MULTIVIEW_CREATE_INFO_KHR =
VK_STRUCTURE_TYPE_RENDER_PASS_MULTIVIEW_CREATE_INFO,
  // Provided by VK_KHR_multiview
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_FEATURES_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_FEATURES,
  // Provided by VK_KHR_multiview
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_PROPERTIES_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_PROPERTIES,
  // Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2,
  // Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_PROPERTIES_2_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_PROPERTIES_2,
  // Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_2_KHR =
VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_2,
  // Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_IMAGE_FORMAT_PROPERTIES_2_KHR =
VK_STRUCTURE_TYPE_IMAGE_FORMAT_PROPERTIES_2,
  // Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_QUEUE_FAMILY_PROPERTIES_2_KHR =
VK_STRUCTURE_TYPE_QUEUE_FAMILY_PROPERTIES_2,
  // Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_FORMAT_INFO_2_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_FORMAT_INFO_2,
// Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_SPARSE_IMAGE_FORMAT_PROPERTIES_2_KHR =
VK_STRUCTURE_TYPE_SPARSE_IMAGE_FORMAT_PROPERTIES_2,
// Provided by VK_KHR_get_physical_device_properties2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SPARSE_IMAGE_FORMAT_INFO_2_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SPARSE_IMAGE_FORMAT_INFO_2,
// Provided by VK_KHR_device_group
VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_FLAGS_INFO_KHR =
VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_FLAGS_INFO,
// Provided by VK_KHR_device_group
VK_STRUCTURE_TYPE_DEVICE_GROUP_RENDER_PASS_BEGIN_INFO_KHR =
VK_STRUCTURE_TYPE_DEVICE_GROUP_RENDER_PASS_BEGIN_INFO,
// Provided by VK_KHR_device_group
VK_STRUCTURE_TYPE_DEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO_KHR =
VK_STRUCTURE_TYPE_DEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO,
// Provided by VK_KHR_device_group
VK_STRUCTURE_TYPE_DEVICE_GROUP_SUBMIT_INFO_KHR =
VK_STRUCTURE_TYPE_DEVICE_GROUP_SUBMIT_INFO,
// Provided by VK_KHR_device_group
VK_STRUCTURE_TYPE_DEVICE_GROUP_BIND_SPARSE_INFO_KHR =
VK_STRUCTURE_TYPE_DEVICE_GROUP_BIND_SPARSE_INFO,
// Provided by VK_KHR_bind_memory2 with VK_KHR_device_group
VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_DEVICE_GROUP_INFO_KHR =
VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_DEVICE_GROUP_INFO,
// Provided by VK_KHR_bind_memory2 with VK_KHR_device_group
VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_DEVICE_GROUP_INFO_KHR =
VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_DEVICE_GROUP_INFO,
// Provided by VK_KHR_device_group_creation
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES,
// Provided by VK_KHR_device_group_creation
VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO_KHR =
VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO,
// Provided by VK_KHR_external_memory_capabilities
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_IMAGE_FORMAT_INFO_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_IMAGE_FORMAT_INFO,
// Provided by VK_KHR_external_memory_capabilities
VK_STRUCTURE_TYPE_EXTERNAL_IMAGE_FORMAT_PROPERTIES_KHR =
VK_STRUCTURE_TYPE_EXTERNAL_IMAGE_FORMAT_PROPERTIES,
// Provided by VK_KHR_external_memory_capabilities
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_BUFFER_INFO_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_BUFFER_INFO,
// Provided by VK_KHR_external_memory_capabilities
VK_STRUCTURE_TYPE_EXTERNAL_BUFFER_PROPERTIES_KHR =
VK_STRUCTURE_TYPE_EXTERNAL_BUFFER_PROPERTIES,
// Provided by VK_KHR_external_fence_capabilities,
VK_KHR_external_memory_capabilities, VK_KHR_external_semaphore_capabilities
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES_KHR =
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES,
// Provided by VK_KHR_external_memory
VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO_KHR =
VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO,
VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO,
    // Provided by VK_KHR_external_memory
    VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_IMAGE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_IMAGE_CREATE_INFO,
    // Provided by VK_KHR_external_memory
    VK_STRUCTURE_TYPE_EXPORT_MEMORY_ALLOCATE_INFO_KHR =
    VK_STRUCTURE_TYPE_EXPORT_MEMORY_ALLOCATE_INFO,
    // Provided by VK_KHR_external_semaphore_capabilities
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO,
    // Provided by VK_KHR_external_semaphore_capabilities
    VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES,
    // Provided by VK_KHR_external_semaphore
    VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_CREATE_INFO,
    // Provided by VK_KHR_shader_float16_int8
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES,    // Provided by VK_KHR_shader_float16_int8
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES,    // Provided by VK_KHR_16bit_storage
    VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO,    // Provided by VK_KHR_descriptor_update_template
    VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENTS_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENTS_CREATE_INFO,    // Provided by VK_KHR_imageless_framebuffer
    VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENT_IMAGE_INFO_KHR =
    VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENT_IMAGE_INFO,    // Provided by VK_KHR_imageless_framebuffer
    VK_STRUCTURE_TYPE_RENDER_PASS_ATTACHMENT_BEGIN_INFO_KHR =
    VK_STRUCTURE_TYPE_RENDER_PASS_ATTACHMENT_BEGIN_INFO,    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2_KHR =
    VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2,    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2_KHR =
    VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2,    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2_KHR =
    VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2,    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2_KHR =
VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2,
    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2_KHR =
VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2,
    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO_KHR = VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO,
    // Provided by VK_KHR_create_renderpass2
    VK_STRUCTURE_TYPE_SUBPASS_END_INFO_KHR = VK_STRUCTURE_TYPE_SUBPASS_END_INFO,
    // Provided by VK_KHR_external_fence_capabilities
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_FENCE_INFO_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_FENCE_INFO,
    // Provided by VK_KHR_external_fence_capabilities
    VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES,
    // Provided by VK_KHR_external_fence
    VK_STRUCTURE_TYPE_EXPORT_FENCE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_EXPORT_FENCE_CREATE_INFO,
    // Provided by VK_KHR_maintenance2
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_POINT_CLIPPING_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_POINT_CLIPPING_PROPERTIES,
    // Provided by VK_KHR_maintenance2
    VK_STRUCTURE_TYPE_RENDER_PASS_INPUT_ATTACHMENT_ASPECT_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_RENDER_PASS_INPUT_ATTACHMENT_ASPECT_CREATE_INFO,
    // Provided by VK_KHR_maintenance2
    VK_STRUCTURE_TYPE_IMAGE_VIEW_USAGE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_IMAGE_VIEW_USAGE_CREATE_INFO,
    // Provided by VK_KHR_maintenance2
    VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_DOMAIN_ORIGIN_STATE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_DOMAIN_ORIGIN_STATE_CREATE_INFO,
    // Provided by VK_KHR_variable_pointers
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTERS_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTER_FEATURES_KHR,
    // Provided by VK_KHR_variable_pointers
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTER_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICALDEVICE_VARIABLE_POINTER_FEATURES_KHR,
    // Provided by VK_KHR_dedicated_allocation
    VK_STRUCTURE_TYPE_MEMORY_DEDICATED_REQUIREMENTS_KHR =
    VK_STRUCTURE_TYPE_MEMORY_DEDICATED_REQUIREMENTS,
    // Provided by VK_KHR_dedicated_allocation
    VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO_KHR =
    VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO,
    // Provided by VK_KHR_get_memory_requirements2
    VK_STRUCTURE_TYPE_BUFFER_MEMORY_REQUIREMENTS_INFO_2_KHR =
    VK_STRUCTURE_TYPE_BUFFER_MEMORY_REQUIREMENTS_INFO_2,
    // Provided by VK_KHR_get_memory_requirements2
    VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2_KHR =
    VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2,
    // Provided by VK_KHR_get_memory_requirements2
    VK_STRUCTURE_TYPE_IMAGE_SPARSE_MEMORY_REQUIREMENTS_INFO_2_KHR =
    VK_STRUCTURE_TYPE_IMAGE_SPARSE_MEMORY_REQUIREMENTS_INFO_2,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES,
    // Provided by VK_KHR_depth_stencil_resolve
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_STENCIL_RESOLVE_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_STENCIL_RESOLVE_PROPERTIES,
    // Provided by VK_KHR_depth_stencil_resolve
VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE_KHR =
    VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE,
    // Provided by VK_KHR_timeline_semaphore
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_FEATURES,
    // Provided by VK_KHR_timeline_semaphore
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_PROPERTIES,
    // Provided by VK_KHR_timeline_semaphore
VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO,
    // Provided by VK_KHR_timeline_semaphore
VK_STRUCTURE_TYPE_TIMELINE_SEMAPHORE_SUBMIT_INFO_KHR =
    VK_STRUCTURE_TYPE_TIMELINE_SEMAPHORE_SUBMIT_INFO,
    // Provided by VK_KHR_timeline_semaphore
VK_STRUCTURE_TYPE_SEMAPHORE_WAIT_INFO_KHR = VK_STRUCTURE_TYPE_SEMAPHORE_WAIT_INFO,
    // Provided by VK_KHR_timeline_semaphore
VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO_KHR =
    VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO,
    // Provided by VK_KHR_vulkan_memory_model
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_MEMORY_MODEL_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_MEMORY_MODEL_FEATURES,
    // Provided by VK_KHR_shader_terminate_invocation
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES,
    // Provided by VK_KHR_separate_depth_stencil_layouts
VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_STENCIL_LAYOUT_KHR =
    VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_STENCIL_LAYOUT,
    // Provided by VK_KHR_uniform_buffer_standard_layout
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_UNIFORM_BUFFER_STANDARD_LAYOUT_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_UNIFORM_BUFFER_STANDARD_LAYOUT_FEATURES,
    // Provided by VK_KHR_buffer_device_address
VK_STRUCTURE_TYPE_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO_KHR =
    VK_STRUCTURE_TYPE_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO_KHR.
VK_STRUCTURE_TYPE_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO,
    // Provided by VK_KHR_buffer_device_address
    VK_STRUCTURE_TYPE_MEMORY_OPAQUE_CAPTURE_ADDRESS_ALLOCATE_INFO_KHR =
    VK_STRUCTURE_TYPE_MEMORY_OPAQUE_CAPTURE_ADDRESS_ALLOCATE_INFO,
    // Provided by VK_KHR_buffer_device_address
    VK_STRUCTURE_TYPE_DEVICE_MEMORY_OPAQUE_CAPTURE_ADDRESS_INFO_KHR =
    VK_STRUCTURE_TYPE_DEVICE_MEMORY_OPAQUE_CAPTURE_ADDRESS_INFO,
    // Provided by VK_KHR_shader_integer_dot_product
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_FEATURES,
    // Provided by VK_KHR_shader_integer_dot_product
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_PROPERTIES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_PROPERTIES,
    // Provided by VK_KHR_synchronization2
    VK_STRUCTURE_TYPE_MEMORY_BARRIER_2_KHR = VK_STRUCTURE_TYPE_MEMORY_BARRIER_2,
    // Provided by VK_KHR_synchronization2
    VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2_KHR =
    VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2,
    // Provided by VK_KHR_synchronization2
    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_zero_initialize_workgroup_memory
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ZERO_INITIALIZE_WORKGROUP_MEMORY_FEATURES_KHR =
    VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ZERO_INITIALIZE_WORKGROUP_MEMORY_FEATURES,
    // Provided by VK_KHR_copy_commands2
    VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2_KHR = VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2,
    // Provided by VK_KHR_copy_commands2
    VK_STRUCTURE_TYPE_COPY_IMAGE_INFO_2_KHR = VK_STRUCTURE_TYPE_COPY_IMAGE_INFO_2,
    // Provided by VK_KHR_copy_commands2
    VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2_KHR =
    VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2,
    // Provided by VK_KHR_copy_commands2
    VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2_KHR =
    VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2,
    // Provided by VK_KHR_copy_commands2
    VK_STRUCTURE_TYPE_BLIT_IMAGE_INFO_2_KHR = VK_STRUCTURE_TYPE_BLIT_IMAGE_INFO_2,
    // Provided by VK_KHR_copy_commands2
    VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2_KHR =
    VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2,
3.12. 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>NULL</td>
<td>global command</td>
<td>fp</td>
</tr>
<tr>
<td>invalid non-NULL instance</td>
<td>*1</td>
<td>undefined</td>
</tr>
<tr>
<td>*1</td>
<td>NULL</td>
<td>undefined</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>
</tr>
<tr>
<td>instance</td>
<td>vkGetInstanceProcAddr</td>
<td>fp</td>
</tr>
<tr>
<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

Starting with Vulkan 1.2, `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>
<thead>
<tr>
<th>device</th>
<th>pName</th>
<th>return value</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>NULL</code></td>
<td><code>*</code>¹</td>
<td>undefined</td>
</tr>
<tr>
<td>invalid device</td>
<td><code>*</code>¹</td>
<td>undefined</td>
</tr>
<tr>
<td>device</td>
<td><code>NULL</code></td>
<td>undefined</td>
</tr>
<tr>
<td>device</td>
<td>requested core version² device-level dispatchable command³</td>
<td><code>fp</code>⁴</td>
</tr>
<tr>
<td>device</td>
<td>enabled extension device-level dispatchable command³</td>
<td><code>fp</code>⁴</td>
</tr>
<tr>
<td>any other case, not covered above</td>
<td></td>
<td><code>NULL</code></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. If the `maintenance5` feature is enabled, core commands beyond that version which are supported by the implementation will return `NULL`, otherwise 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

When the VK_KHR_get_physical_device_properties2 extension is enabled, or when both the instance and the physical-device versions are at least 1.1, 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 \textit{VkInstance} handles:

\begin{verbatim}
// Provided by VK_VERSION_1_0
VK_DEFINE_HANDLE(VkInstance)
\end{verbatim}

To query the version of instance-level functionality supported by the implementation, call:

\begin{verbatim}
// Provided by VK_VERSION_1_1
VkResult vkEnumerateInstanceVersion(
    uint32_t* pApiVersion);
\end{verbatim}

- \texttt{pApiVersion} is a pointer to a \texttt{uint32\_t}, which is the version of Vulkan supported by instance-level functionality, encoded as described in \textit{Version Numbers}.

\begin{quote}
\textit{Note}

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

**Valid Usage (Implicit)**

- \texttt{VUID-vkEnumerateInstanceVersion-pApiVersion-parameter} \texttt{pApiVersion} must be a valid pointer to a \texttt{uint32\_t} value

**Return Codes**

\begin{description}
\item [Success] \texttt{VK_SUCCESS}
\item [Failure] \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}
\end{description}

To create an instance object, call:

\begin{verbatim}
// Provided by VK_VERSION_1_0
VkResult vkCreateInstance(
    const VkInstanceCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkInstance* pInstance);
\end{verbatim}

- \texttt{pCreateInfo} is a pointer to a \texttt{VkInstanceCreateInfo} structure controlling creation of the instance.
- \texttt{pAllocator} controls host memory allocation as described in the \textit{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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

• 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.

Valid Usage

- VUID-VkInstanceCreateInfo-flags-06559
  If `flags` has the `VK_INSTANCE_CREATE_ENUMERATE_PORTABILITY_BIT_KHR` bit set, the list of enabled extensions in `ppEnabledExtensionNames` must contain `VK_KHR_portability_enumeration`

Valid Usage (Implicit)

- VUID-VkInstanceCreateInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_INSTANCE_CREATE_INFO`
- VUID-VkInstanceCreateInfo-pNext-pNext
  `pNext` must be `NULL` or a pointer to a valid instance of `VkLayerSettingsCreateInfoEXT`
- VUID-VkInstanceCreateInfo-sType-unique
The **sType** value of each struct in the **pNext** chain must be unique, with the exception of structures of type **VkLayerSettingsCreateInfoEXT**

- VUID-VkInstanceCreateInfo-flags-parameter
  - **flags** must be a valid combination of **VkInstanceCreateFlagBits** values

- 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

```c
// Provided by VK_VERSION_1_0
typedef enum VkInstanceCreateFlagBits {
    // Provided by VK_KHR_portability_enumeration
    VK_INSTANCE_CREATE_ENUMERATE_PORTABILITY_BIT_KHR = 0x00000001,
} VkInstanceCreateFlagBits;
```

- **VK_INSTANCE_CREATE_ENUMERATE_PORTABILITY_BIT_KHR** specifies that the instance will enumerate available Vulkan Portability-compliant physical devices and groups in addition to the Vulkan physical devices and groups that are enumerated by default.

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

**VkInstanceCreateFlags** is a bitmask type for setting a mask of zero or more **VkInstanceCreateFlagBits**.

To create a Vulkan instance with a specific configuration of layer settings, add **VkLayerSettingsCreateInfoEXT** structures to the **pNext** chain of the **VkInstanceCreateInfo** structure, specifying the settings to be configured.

```c
// Provided by VK_EXT_layer_settings
typedef struct VkLayerSettingsCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    uint32_t settingCount;
    const VkLayerSettingEXT* pSettings;
} VkLayerSettingsCreateInfoEXT;
```

- **sType** is a **VkStructureType** value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• settingCount is the number of settings to configure.
• pSettings is a pointer to an array of settingCount VkLayerSettingEXT values specifying the setting to be configured.

Valid Usage (Implicit)

• VUID-VkLayerSettingsCreateInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_LAYER_SETTINGS_CREATE_INFO_EXT

• VUID-VkLayerSettingsCreateInfoEXT-pSettings-parameter
  If settingCount is not 0, pSettings must be a valid pointer to an array of settingCount valid VkLayerSettingEXT structures

The values of elements of the VkLayerSettingsCreateInfoEXT::pSettings array, specifying layer settings to be configured, are:

```
// Provided by VK_EXT_layer_settings
typedef struct VkLayerSettingEXT {
    const char* pLayerName;
    const char* pSettingName;
    VkLayerSettingTypeEXT type;
    uint32_t  valueCount;
    const void*  pValues;
} VkLayerSettingEXT;
```

• pLayerName is a pointer to a null-terminated UTF-8 string naming the layer to configure the setting from.
• pSettingName is a pointer to a null-terminated UTF-8 string naming the setting to configure. Unknown pSettingName by the layer are ignored.
• type is a VkLayerSettingTypeEXT value specifying the type of the pValues values.
• count is the number of values used to configure the layer setting.
• pValues is a pointer to an array of count values of the type indicated by type to configure the layer setting.

When multiple VkLayerSettingsCreateInfoEXT structures are chained and the same pSettingName is referenced for the same pLayerName, the value of the first reference of the layer setting is used.

Valid Usage (Implicit)

• VUID-VkLayerSettingEXT-pLayerName-parameter
  pLayerName must be a null-terminated UTF-8 string

• VUID-VkLayerSettingEXT-pSettingName-parameter
  pSettingName must be a null-terminated UTF-8 string
- VUID-VkLayerSettingEXT-type-parameter
  type must be a valid VkLayerSettingTypeEXT value

- VUID-VkLayerSettingEXT-pValues-parameter
  If valueCount is not 0, pValues must be a valid pointer to an array of valueCount bytes

Possible values of VkLayerSettingEXT::type, specifying the type of the data returned in VkLayerSettingEXT::pValues, are:

```c
// Provided by VK_EXT_layer_settings
typedef enum VkLayerSettingTypeEXT {
    VK_LAYER_SETTING_TYPE_BOOL32_EXT = 0,
    VK_LAYER_SETTING_TYPE_INT32_EXT = 1,
    VK_LAYER_SETTING_TYPE_INT64_EXT = 2,
    VK_LAYER_SETTING_TYPE_UINT32_EXT = 3,
    VK_LAYER_SETTING_TYPE_UINT64_EXT = 4,
    VK_LAYER_SETTING_TYPE_FLOAT32_EXT = 5,
    VK_LAYER_SETTING_TYPE_FLOAT64_EXT = 6,
    VK_LAYER_SETTING_TYPE_STRING_EXT = 7,
} VkLayerSettingTypeEXT;
```

- VK_LAYER_SETTING_TYPE_BOOL32_EXT specifies that the layer setting's type is VkBool32.
- VK_LAYER_SETTING_TYPE_INT32_EXT specifies that the layer setting's type is signed 32-bit integer.
- VK_LAYER_SETTING_TYPE_INT64_EXT specifies that the layer setting's type is signed 64-bit integer.
- VK_LAYER_SETTING_TYPE_UINT32_EXT specifies that the layer setting's type is unsigned 32-bit integer.
- VK_LAYER_SETTING_TYPE_UINT64_EXT specifies that the layer setting's type is unsigned 64-bit integer.
- VK_LAYER_SETTING_TYPE_FLOAT32_EXT specifies that the layer setting's type is 32-bit floating-point.
- VK_LAYER_SETTING_TYPE_FLOAT64_EXT specifies that the layer setting's type is 64-bit floating-point.
- VK_LAYER_SETTING_TYPE_STRING_EXT specifies that the layer setting's type is a pointer to a null-terminated UTF-8 string.

The VkApplicationInfo structure is defined as:

```c
// 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**.

---

**Note**

Because Vulkan 1.0 implementations may fail with `VK_ERROR_INCOMPATIBLE_DRIVER`, applications should determine the version of Vulkan available before calling `vkCreateInstance`. If the `vkGetInstanceProcAddr` returns NULL for `vkEnumerateInstanceVersion`, it is a Vulkan 1.0 implementation. Otherwise, the application can call `vkEnumerateInstanceVersion` to determine the version of Vulkan.

As long as the instance supports at least Vulkan 1.1, an application can use different versions of Vulkan with an instance than it does with a device or physical device.

---

**Note**

The Khronos validation layers will treat **apiVersion** as the highest API version the application targets, and will validate API usage against the minimum of that version and the implementation version (instance or device, depending on context). If an application tries to use functionality from a greater version than this, a validation error will be triggered.

For example, if the instance supports Vulkan 1.1 and three physical devices support Vulkan 1.0, Vulkan 1.1, and Vulkan 1.2, respectively, and if the application sets **apiVersion** to 1.2, the application can use the following versions of Vulkan:

• **Vulkan 1.0** can be used with the instance and with all physical devices.

• **Vulkan 1.1** can be used with the instance and with the physical devices that support Vulkan 1.1 and Vulkan 1.2.

• **Vulkan 1.2** can be used with the physical device that supports Vulkan 1.2.
If we modify the above example so that the application sets `apiVersion` to 1.1, then the application must not use Vulkan 1.2 functionality on the physical device that supports Vulkan 1.2.

**Note**

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

---

### Valid Usage

- **VUID-VkApplicationInfo-apiVersion-04010**
  
  If `apiVersion` is not 0, then it must be greater than or equal to `VK_API_VERSION_1_0`.

---

### Valid Usage (Implicit)

- **VUID-VkApplicationInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_APPLICATION_INFO`

- **VUID-VkApplicationInfo-pNext-pNext**
  
  `pNext` must be `NULL`

- **VUID-VkApplicationInfo-pApplicationName-parameter**
  
  If `pApplicationName` is not `NULL`, `pApplicationName` must be a null-terminated UTF-8 string.

- **VUID-VkApplicationInfo-pEngineName-parameter**
  
  If `pEngineName` is not `NULL`, `pEngineName` must be a null-terminated UTF-8 string.

---

To destroy an instance, call:

```c
// 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`.

- **VUID-vkDestroyInstance-instance-00630**
  
  If `VkAllocationCallbacks` were provided when `instance` was created, a compatible set of
callbacks must be provided here

- VUID-vkDestroyInstance-instance-00631
  If no `VkAllocationCallbacks` were provided when `instance` was created, `pAllocator` must be `NULL`.

### Valid Usage (Implicit)

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

- VUID-vkDestroyInstance-pAllocator-parameter
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure.

### 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
#pragma once

// 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
#pragma once

// 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
**PhysicalDeviceCount** 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:
```c
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**.
On implementations that claim support for the Roadmap 2022 profile, the major and minor version expressed by `apiVersion` must be at least Vulkan 1.3.

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:
// Provided by VK_VERSION_1_0

typedef enum VkVendorId {
    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_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:

// Provided by VK_VERSION_1_0

typedef enum VkPhysicalDeviceType {
    VK_PHYSICAL_DEVICE_TYPE_OTHER = 0,
    VK_PHYSICAL_DEVICE_TYPE_INTEGRATED_GPU = 1,
    VK_PHYSICAL_DEVICE_TYPE_DISCRETE_GPU = 2,
    VK_PHYSICAL_DEVICE_TYPE_VIRTUAL_GPU = 3,
    VK_PHYSICAL_DEVICE_TYPE_CPU = 4,
} VkPhysicalDeviceType;

• 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);
```

or the equivalent command

```c
// Provided by VK_KHR_get_physical_device_properties2
void vkGetPhysicalDeviceProperties2KHR(
    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;
```

or the equivalent
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
    VkPhysicalDeviceAccelerationStructurePropertiesKHR,
    VkPhysicalDeviceCooperativeMatrixPropertiesKHR,
    VkPhysicalDeviceDepthStencilResolveProperties,
    VkPhysicalDeviceDescriptorIndexingProperties,
    VkPhysicalDeviceDiscardRectanglePropertiesEXT,
    VkPhysicalDeviceDriverProperties,
    VkPhysicalDeviceExtendedDynamicState3PropertiesEXT,
    VkPhysicalDeviceFloatControlsProperties,
    VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR,
    VkPhysicalDeviceFragmentShadingRatePropertiesKHR,
    VkPhysicalDeviceHostImageCopyPropertiesEXT,
    VkPhysicalDeviceIDProperties,
    VkPhysicalDeviceInlineUniformBlockProperties,
    VkPhysicalDeviceLineRasterizationPropertiesKHR,
    VkPhysicalDeviceMaintenance3Properties,
    VkPhysicalDeviceMaintenance4Properties,
    VkPhysicalDeviceMaintenance5PropertiesKHR,
    VkPhysicalDeviceMaintenance6PropertiesKHR,
    VkPhysicalDeviceMultiviewProperties,
    VkPhysicalDeviceNestedCommandBufferPropertiesEXT,
    VkPhysicalDeviceOpacityMicromapPropertiesEXT,
    VkPhysicalDevicePerformanceQueryPropertiesKHR,
    VkPhysicalDevicePointClippingProperties,
    VkPhysicalDevicePortabilitySubsetPropertiesKHR,
    VkPhysicalDeviceProtectedMemoryProperties,
    VkPhysicalDevicePushDescriptorPropertiesKHR,
    VkPhysicalDeviceRayTracingPipelinePropertiesKHR,
    VkPhysicalDeviceSamplerFilterMinmaxProperties,
    VkPhysicalDeviceShaderIntegerDotProductProperties,
VkPhysicalDeviceShaderTileImagePropertiesEXT, VkPhysicalDeviceSubgroupProperties,
VkPhysicalDeviceSubgroupSizeControlProperties,
VkPhysicalDeviceTexelBufferAlignmentProperties,
VkPhysicalDeviceTimelineSemaphoreProperties,
VkPhysicalDeviceTransformFeedbackPropertiesEXT,
VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR,
VkPhysicalDeviceVulkan11Properties, VkPhysicalDeviceVulkan12Properties, or
VkPhysicalDeviceVulkan13Properties

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

The **VkPhysicalDeviceVulkan11Properties** structure is defined as:

```c
// Provided by VK_VERSION_1_2
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];
    uint32_t deviceNodeMask;
    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**, **97**
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;
    char driverName[VK_MAX_DRIVER_NAME_SIZE];
    char driverInfo[VK_MAX_DRIVER_INFO_SIZE];
    VkConformanceVersion conformanceVersion;
    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 shaderRoundingModeRTZFloat16;
    VkBool32 shaderRoundingModeRTZFloat32;
    VkBool32 shaderRoundingModeRTZFloat64;
    uint32_t maxUpdateAfterBindDescriptorsInAllPools;
    VkBool32 robustBufferAccessUpdateAfterBind;
    VkBool32 quadDivergentImplicitLod;
    uint32_t_t maxPerStageDescriptorUpdateAfterBindSamplers;
    VkBool32 shaderUniformBufferArrayNonUniformIndexingNative;
    VkBool32 shaderSampledImageArrayNonUniformIndexingNative;
    VkBool32 shaderStorageBufferArrayNonUniformIndexingNative;
    VkBool32 shaderStorageImageArrayNonUniformIndexingNative;
    VkBool32 shaderInputAttachmentArrayNonUniformIndexingNative;
    VkBool32 robustBufferAccessUpdateAfterBind;
    VkBool32 quadDivergentImplicitLod;
    uint32_t maxPerStageDescriptorUpdateAfterBindSamplers;
    uint32_t_t
} VkPhysicalDeviceVulkan12Properties;
```
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;
    uint32_t
maxTimelineSemaphoreValueDifference;
    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 ±∞ 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.

• 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.

- `supportedDepthResolveModes` is a bitmask of `VkResolveModeFlagBits` indicating the set of supported depth resolve modes. `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. `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 **VkPhysicalDeviceVulkan13Properties** structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceVulkan13Properties {
    VkStructureType sType;
    void* pNext;
    uint32_t minSubgroupSize;
    uint32_t maxSubgroupSize;
    uint32_t maxComputeWorkgroupSubgroups;
    VkShaderStageFlags requiredSubgroupSizeStages;
    uint32_t maxInlineUniformBlockSize;
    uint32_t maxPerStageDescriptorInlineUniformBlocks;
    uint32_t maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks;
    uint32_t maxDescriptorSetInlineUniformBlocks;
    uint32_t maxDescriptorSetUpdateAfterBindInlineUniformBlocks;
    uint32_t maxInlineUniformTotalSize;
    VkBool32 integerDotProduct8BitUnsignedAccelerated;
    VkBool32 integerDotProduct8BitSignedAccelerated;
    VkBool32 integerDotProduct8BitMixedSignednessAccelerated;
    VkBool32 integerDotProduct4x8BitPackedUnsignedAccelerated;
    VkBool32 integerDotProduct4x8BitPackedSignedAccelerated;
    VkBool32 integerDotProduct4x8BitPackedMixedSignednessAccelerated;
    VkBool32 integerDotProduct16BitUnsignedAccelerated;
    VkBool32 integerDotProduct16BitSignedAccelerated;
    VkBool32 integerDotProduct16BitMixedSignednessAccelerated;
    VkBool32 integerDotProduct32BitUnsignedAccelerated;
    VkBool32 integerDotProduct32BitSignedAccelerated;
    VkBool32 integerDotProduct32BitMixedSignednessAccelerated;
    VkBool32 integerDotProduct64BitUnsignedAccelerated;
    VkBool32 integerDotProduct64BitSignedAccelerated;
    VkBool32 integerDotProduct64BitMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating8BitUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating8BitSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating8BitMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating4x8BitPackedUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating4x8BitPackedSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating4x8BitPackedMixedSignednessAccelerated;
} VkPhysicalDeviceVulkan13Properties;
```
• **sType** is a [VkStructureType](https://www.khronos.org/registry/vulkan/specs/1.3-extensions/man/html/VkStructureType.html) 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.

• **maxInlineUniformBlockSize** is the maximum size in bytes of an inline uniform block binding.

• **maxPerStageDescriptorInlineUniformBlocks** is the maximum number of inline uniform block bindings that can be accessible to a single shader stage in a pipeline layout. Descriptor bindings with a descriptor type of `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` count against this limit. Only descriptor bindings in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit.

• **maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks** is similar to
maxPerStageDescriptorInlineUniformBlocks but counts descriptor bindings from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• maxDescriptorSetInlineUniformBlocks is the maximum number of inline uniform block bindings that can be included in descriptor bindings in a pipeline layout across all pipeline shader stages and descriptor set numbers. Descriptor bindings with a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK count against this limit. Only descriptor bindings in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit.

• maxDescriptorSetUpdateAfterBindInlineUniformBlocks is similar to maxDescriptorSetInlineUniformBlocks but counts descriptor bindings from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• maxInlineUniformTotalSize is the maximum total size in bytes of all inline uniform block bindings, across all pipeline shader stages and descriptor set numbers, that can be included in a pipeline layout. Descriptor bindings with a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK count against this limit.

• integerDotProduct8BitUnsignedAccelerated is a boolean that will be VK_TRUE if the support for 8-bit unsigned dot product operations using the OpUDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct8BitSignedAccelerated is a boolean that will be VK_TRUE if the support for 8-bit signed dot product operations using the OpSDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct8BitMixedSignednessAccelerated is a boolean that will be VK_TRUE if the support for 8-bit mixed signedness dot product operations using the OpSUDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct4x8BitPackedUnsignedAccelerated is a boolean that will be VK_TRUE if the support for 8-bit unsigned dot product operations from operands packed into 32-bit integers using the OpUDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct4x8BitPackedSignedAccelerated is a boolean that will be VK_TRUE if the support for 8-bit signed dot product operations from operands packed into 32-bit integers using the OpSDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct4x8BitPackedMixedSignednessAccelerated is a boolean that will be VK_TRUE if the support for 8-bit mixed signedness dot product operations from operands packed into 32-bit integers using the OpSUDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct16BitUnsignedAccelerated is a boolean that will be VK_TRUE if the support for 16-bit unsigned dot product operations using the OpUDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct16BitSignedAccelerated is a boolean that will be VK_TRUE if the support for 16-bit signed dot product operations using the OpSDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct16BitMixedSignednessAccelerated is a boolean that will be VK_TRUE if the support for 16-bit mixed signedness dot product operations using the OpSUDotKHR SPIR-V instruction is accelerated as defined below.

• integerDotProduct32BitUnsignedAccelerated is a boolean that will be VK_TRUE if the support for
32-bit unsigned dot product operations using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct32BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 32-bit signed dot product operations using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct32BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 32-bit mixed signedness dot product operations using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct64BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 64-bit unsigned dot product operations using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct64BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 64-bit signed dot product operations using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct64BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 64-bit mixed signedness dot product operations using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating8BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit unsigned accumulating saturating dot product operations using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating8BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit signed accumulating saturating dot product operations using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating8BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit mixed signedness accumulating saturating dot product operations using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating4x8BitPackedUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit unsigned accumulating saturating dot product operations from operands packed into 32-bit integers using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating4x8BitPackedSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit signed accumulating saturating dot product operations from operands packed into 32-bit integers using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating4x8BitPackedMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit mixed signedness accumulating saturating dot product operations from operands packed into 32-bit integers using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating16BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit unsigned accumulating saturating dot product operations using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating16BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit signed accumulating saturating dot product operations using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.
the OpSDotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating16BitMixedSignednessAccelerated** is a boolean that will be VK_TRUE if the support for 16-bit mixed signedness accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating32BitUnsignedAccelerated** is a boolean that will be VK_TRUE if the support for 32-bit unsigned accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating32BitSignedAccelerated** is a boolean that will be VK_TRUE if the support for 32-bit signed accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating32BitMixedSignednessAccelerated** is a boolean that will be VK_TRUE if the support for 32-bit mixed signedness accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating64BitUnsignedAccelerated** is a boolean that will be VK_TRUE if the support for 64-bit unsigned accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating64BitSignedAccelerated** is a boolean that will be VK_TRUE if the support for 64-bit signed accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **integerDotProductAccumulatingSaturating64BitMixedSignednessAccelerated** is a boolean that will be VK_TRUE if the support for 64-bit mixed signedness accumulating saturating dot product operations using the OpSU DotAccSatKHR SPIR-V instruction is accelerated as defined below.

- **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.

- **maxBufferSize** is the maximum size VkBuffer that can be created.

If the VkPhysicalDeviceVulkan13Properties 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 1.3 functionality.

The members of VkPhysicalDeviceVulkan13Properties must have the same values as the corresponding members of VkPhysicalDeviceInlineUniformBlockProperties and VkPhysicalDeviceSubgroupSizeControlProperties.
Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceVulkan13Properties-sType-sType**
  - `sType` must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_3_PROPERTIES**

The **VkPhysicalDeviceIDProperties** structure is defined as:

```c
// Provided by VK_VERSION_1_1
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;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence_capabilities,
// VK_KHR_external_memory_capabilities, VK_KHR_external_semaphore_capabilities
typedef VkPhysicalDeviceIDProperties VkPhysicalDeviceIDPropertiesKHR;
```

- **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
```

or the equivalent

```c
#define VK_LUID_SIZE_KHR VK_LUID_SIZE
```

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;
```
or the equivalent

```c
// Provided by VK_KHR_driver_properties
typedef VkPhysicalDeviceDriverProperties VkPhysicalDeviceDriverPropertiesKHR;
```

- `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_IMAGINATION_OPEN_SOURCE_MESA = 25,
VK_DRIVER_ID_MESA_AGXV = 26,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_AMD_PROPRIETARY_KHR = VK_DRIVER_ID_AMD_PROPRIETARY,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_AMD_OPEN_SOURCE_KHR = VK_DRIVER_ID_AMD_OPEN_SOURCE,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_MESA_RADV_KHR = VK_DRIVER_ID_MESA_RADV,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_NVIDIA_PROPRIETARY_KHR = VK_DRIVER_ID_NVIDIA_PROPRIETARY,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_INTEL_PROPRIETARY_WINDOWS_KHR = VK_DRIVER_ID_INTEL_PROPRIETARY_WINDOWS,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_INTEL_OPEN_SOURCE_MESA_KHR = VK_DRIVER_ID_INTEL_OPEN_SOURCE_MESA,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_IMAGINATION_PROPRIETARY_KHR = VK_DRIVER_ID_IMAGINATION_PROPRIETARY,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_QUALCOMM_PROPRIETARY_KHR = VK_DRIVER_ID_QUALCOMM_PROPRIETARY,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_ARM_PROPRIETARY_KHR = VK_DRIVER_ID_ARM_PROPRIETARY,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_GOOGLE_SWIFTSHADER_KHR = VK_DRIVER_ID_GOOGLE_SWIFTSHADER,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_GGP_PROPRIETARY_KHR = VK_DRIVER_ID_GGP_PROPRIETARY,
// Provided by VK_KHR_driver_properties
VK_DRIVER_ID_BROADCOM_PROPRIETARY_KHR = VK_DRIVER_ID_BROADCOM_PROPRIETARY,
} VkDriverId;

or the equivalent

// Provided by VK_KHR_driver_properties
typedef VkDriverId VkDriverIdKHR;

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_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`.

```c
#define VK_MAX_DRIVER_NAME_SIZE 256U
```

or the equivalent

```c
#define VK_MAX_DRIVER_NAME_SIZE_KHR VK_MAX_DRIVER_NAME_SIZE
```

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

```c
#define VK_MAX_DRIVER_INFO_SIZE 256U
```

or the equivalent

```c
#define VK_MAX_DRIVER_INFO_SIZE_KHR VK_MAX_DRIVER_INFO_SIZE
```

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

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

or the equivalent

```c
// Provided by VK_KHR_driver_properties
typedef VkConformanceVersion VkConformanceVersionKHR;
```
• **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 *VkPhysicalDeviceShaderIntegerDotProductProperties* structure is defined as:
typedef struct VkPhysicalDeviceShaderIntegerDotProductProperties {
    VkStructureType sType;
    void* pNext;
    VkBool32 integerDotProduct8BitUnsignedAccelerated;
    VkBool32 integerDotProduct8BitSignedAccelerated;
    VkBool32 integerDotProduct8BitMixedSignednessAccelerated;
    VkBool32 integerDotProduct4x8BitPackedUnsignedAccelerated;
    VkBool32 integerDotProduct4x8BitPackedSignedAccelerated;
    VkBool32 integerDotProduct4x8BitPackedMixedSignednessAccelerated;
    VkBool32 integerDotProduct16BitUnsignedAccelerated;
    VkBool32 integerDotProduct16BitSignedAccelerated;
    VkBool32 integerDotProduct16BitMixedSignednessAccelerated;
    VkBool32 integerDotProduct32BitUnsignedAccelerated;
    VkBool32 integerDotProduct32BitSignedAccelerated;
    VkBool32 integerDotProduct32BitMixedSignednessAccelerated;
    VkBool32 integerDotProduct64BitUnsignedAccelerated;
    VkBool32 integerDotProduct64BitSignedAccelerated;
    VkBool32 integerDotProduct64BitMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating8BitUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating8BitSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating8BitMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating4x8BitPackedUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating4x8BitPackedSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating4x8BitPackedMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating16BitUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating16BitSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating16BitMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating32BitUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating32BitSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating32BitMixedSignednessAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating64BitUnsignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating64BitSignedAccelerated;
    VkBool32 integerDotProductAccumulatingSaturating64BitMixedSignednessAccelerated;
} VkPhysicalDeviceShaderIntegerDotProductProperties;
// Provided by VK_KHR_shader_integer_dot_product
typedef VkPhysicalDeviceShaderIntegerDotProductProperties VkPhysicalDeviceShaderIntegerDotProductPropertiesKHR;

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

- `integerDotProduct8BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit unsigned dot product operations using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct8BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit signed dot product operations using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct8BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit mixed signedness dot product operations using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct4x8BitPackedUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit unsigned dot product operations from operands packed into 32-bit integers using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct4x8BitPackedSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit signed dot product operations from operands packed into 32-bit integers using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct4x8BitPackedMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit mixed signedness dot product operations from operands packed into 32-bit integers using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct16BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit unsigned dot product operations using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct16BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit signed dot product operations using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct16BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit mixed signedness dot product operations using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct32BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 32-bit unsigned dot product operations using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct32BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 32-bit signed dot product operations using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct32BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 32-bit mixed signedness dot product operations using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.
instruction is accelerated as defined below.

- `integerDotProduct64BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 64-bit unsigned dot product operations using the `OpUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct64BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 64-bit signed dot product operations using the `OpSDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProduct64BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 64-bit mixed signedness dot product operations using the `OpSUDotKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating8BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit unsigned accumulating saturating dot product operations using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating8BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit signed accumulating saturating dot product operations using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating8BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit mixed signedness accumulating saturating dot product operations using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating4x8BitPackedUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit unsigned accumulating saturating dot product operations from operands packed into 32-bit integers using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating4x8BitPackedSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit signed accumulating saturating dot product operations from operands packed into 32-bit integers using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating4x8BitPackedMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 8-bit mixed signedness accumulating saturating dot product operations from operands packed into 32-bit integers using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating16BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit unsigned accumulating saturating dot product operations using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating16BitSignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit signed accumulating saturating dot product operations using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating16BitMixedSignednessAccelerated` is a boolean that will be `VK_TRUE` if the support for 16-bit mixed signedness accumulating saturating dot product operations using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

- `integerDotProductAccumulatingSaturating32BitUnsignedAccelerated` is a boolean that will be `VK_TRUE` if the support for 32-bit unsigned accumulating saturating dot product operations using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.
• **integerDotProductAccumulatingSaturating32BitSignedAccelerated** is a boolean that will be `VK_TRUE` if the support for 32-bit signed accumulating saturating dot product operations using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

• **integerDotProductAccumulatingSaturating32BitMixedSignednessAccelerated** is a boolean that will be `VK_TRUE` if the support for 32-bit mixed signedness accumulating saturating dot product operations using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

• **integerDotProductAccumulatingSaturating64BitUnsignedAccelerated** is a boolean that will be `VK_TRUE` if the support for 64-bit unsigned accumulating saturating dot product operations using the `OpUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

• **integerDotProductAccumulatingSaturating64BitSignedAccelerated** is a boolean that will be `VK_TRUE` if the support for 64-bit signed accumulating saturating dot product operations using the `OpSDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

• **integerDotProductAccumulatingSaturating64BitMixedSignednessAccelerated** is a boolean that will be `VK_TRUE` if the support for 64-bit mixed signedness accumulating saturating dot product operations using the `OpSUDotAccSatKHR` SPIR-V instruction is accelerated as defined below.

If the `VkPhysicalDeviceShaderIntegerDotProductProperties` 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 integer dot product acceleration information of a physical device.

**Note**
A dot product operation is deemed accelerated if its implementation provides a performance advantage over application-provided code composed from elementary instructions and/or other dot product instructions, either because the implementation uses optimized machine code sequences whose generation from application-provided code cannot be guaranteed or because it uses hardware features that cannot otherwise be targeted from application-provided code.

**Valid Usage (Implicit)**

- **VUID-VkPhysicalDeviceShaderIntegerDotProductProperties-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_PROPERTIES`.

The `VkPhysicalDeviceShaderTileImagePropertiesEXT` structure is defined as:

```c
// Provided by VK_EXT_shader_tile_image
typedef struct VkPhysicalDeviceShaderTileImagePropertiesEXT {
    VkStructureType      sType;
    void                  *pNext;
    VkBool32              shaderTileImageCoherentReadAccelerated;
    VkBool32              shaderTileImageReadSampleFromPixelRateInvocation;
    VkBool32              shaderTileImageReadFromHelperInvocation;
} VkPhysicalDeviceShaderTileImagePropertiesEXT;
```
• **sType** is a `VkStructureType` value identifying this structure.

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

• **shaderTileImageCoherentReadAccelerated** is a boolean that will be `VK_TRUE` if coherent reads of tile image data is accelerated.

• **shaderTileImageReadSampleFromPixelRateInvocation** is a boolean that will be `VK_TRUE` if reading from samples from a pixel rate fragment invocation is supported when `VkPipelineMultisampleStateCreateInfo::rasterizationSamples > 1`.

• **shaderTileImageReadFromHelperInvocation** is a boolean that will be `VK_TRUE` if reads of tile image data from helper fragment invocations result in valid values.

If the `VkPhysicalDeviceShaderTileImagePropertiesEXT` 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 tile image information of a physical device.

---

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceShaderTileImagePropertiesEXT-sType-sType
  
  **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TILE_IMAGE_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**
  
  The `physicalDevice` must be a valid `VkPhysicalDevice` handle.

- **VUID-vkGetPhysicalDeviceQueueFamilyProperties-pQueueFamilyPropertyCount-parameter**
  
  The `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 `VkQueueFamilyProperties` structures.

The `VkQueueFamilyProperties` structure is defined as:

```c
// 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 `vkCmdWriteTimestamp2` 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.

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

  ◦ \textit{height} of a \(VkExtent3D\) parameter must be an integer multiple of \(A_y\), or else \(y + \text{height}\) must equal the height of the image subresource corresponding to the parameter.

  ◦ \textit{depth} of a \(VkExtent3D\) parameter must be an integer multiple of \(A_z\), or else \(z + \text{depth}\) 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 \texttt{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 \texttt{minImageTransferGranularity} for queues belonging to such queue families may be \((0,0,0)\).

The \textbf{Device Memory} section describes memory properties queried from the physical device.

For physical device feature queries see the \textbf{Features} chapter.

Bits which may be set in \texttt{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,
    VK_QUEUE_SPARSE_BINDING_BIT = 0x00000008,
    // Provided by VK_VERSION_1_1
    VK_QUEUE_PROTECTED_BIT = 0x00000010,
    // Provided by VK_KHR_video_decode_queue
    VK_QUEUE_VIDEO_DECODE_BIT_KHR = 0x00000020,
    // Provided by VK_KHR_video_encode_queue
    VK_QUEUE_VIDEO_ENCODE_BIT_KHR = 0x00000040,
} VkQueueFlagBits;
```

• \texttt{VK_QUEUE_GRAPHICS_BIT} specifies that queues in this queue family support graphics operations.

• \texttt{VK_QUEUE_COMPUTE_BIT} specifies that queues in this queue family support compute operations.

• \texttt{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.

• **VK_QUEUE_VIDEO DECODE_BIT_KHR** specifies that queues in this queue family support video decode operations.

• **VK_QUEUE_VIDEO_ENCODE_BIT_KHR** specifies that queues in this queue family support video encode operations.

• **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);
```

or the equivalent command
// Provided by VK_KHR_get_physical_device_properties2
void vkGetPhysicalDeviceQueueFamilyProperties2KHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pQueueFamilyPropertyCount,  // provided by VK_KHR_get_physical_device_properties2
    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;
```

or the equivalent

```c
// Provided by VK_KHR_get_physical_device_properties2
typedef VkQueueFamilyProperties2 VkQueueFamilyProperties2KHR;
```

- **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`, `VkQueueFamilyGlobalPriorityPropertiesKHR`, `VkQueueFamilyQueryResultStatusPropertiesKHR`, or `VkQueueFamilyVideoPropertiesKHR`

- 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`.

```c
#define VK_MAX_GLOBAL_PRIORITY_SIZE_KHR 16U
```

The `VkQueueFamilyVideoPropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkQueueFamilyVideoPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoCodecOperationFlagsKHR videoCodecOperations;
} VkQueueFamilyVideoPropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `videoCodecOperations` is a bitmask of `VkVideoCodecOperationFlagBitsKHR` that indicates the set of video codec operations supported by the queue family.

If this structure is included in the `pNext` chain of the `VkQueueFamilyProperties2` structure passed to `vkGetPhysicalDeviceQueueFamilyProperties2`, then it is filled with the set of video codec operations supported by the specified queue family.

**Valid Usage (Implicit)**

- VUID-VkQueueFamilyVideoPropertiesKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_QUEUE_FAMILY_VIDEO_PROPERTIES_KHR`

The `VkQueueFamilyQueryResultStatusPropertiesKHR` structure is defined as:
```c
// Provided by VK_KHR_video_queue
typedef struct VkQueueFamilyQueryResultStatusPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 queryResultStatusSupport;
} VkQueueFamilyQueryResultStatusPropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `queryResultStatusSupport` reports `VK_TRUE` if query type `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR` and use of `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR` are supported.

If this structure is included in the `pNext` chain of the `VkQueueFamilyProperties2` structure passed to `vkGetPhysicalDeviceQueueFamilyProperties2`, then it is filled with information about whether result status queries are supported by the specified queue family.

**Valid Usage (Implicit)**

- `VUID-VkQueueFamilyQueryResultStatusPropertiesKHR-sType-sType`
  - `sType` must be `VK_STRUCTURE_TYPE_QUEUE_FAMILY_QUERY_RESULT_STATUS_PROPERTIES_KHR`

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,                  // physicalDevice is the handle to the physical device whose queue family performance query counter properties will be queried.
    uint32_t queueFamilyIndex,                        // queueFamilyIndex is the index into the queue family of the physical device we want to get properties for.
    uint32_t* pCounterCount,                          // pCounterCount is a pointer to an integer related to the number of counters available or queried, as described below.
    VkPerformanceCounterKHR* pCounters,              // pCounters is either `NULL` or a pointer to an array of `VkPerformanceCounterKHR` structures.
    VkPerformanceCounterDescriptionKHR* pCounterDescriptions)    // pCounterDescriptions is either `NULL` or a pointer to an array of `VkPerformanceCounterDescriptionKHR` structures.
```

- `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
The number of elements in the \texttt{pCounters}, \texttt{pCounterDescriptions}, or both arrays and on return the variable is overwritten with the number of structures actually written out. If \texttt{pCounterCount} is less than the number of counters available, at most \texttt{pCounterCount} structures will be written, and \texttt{VK_INCOMPLETE} will be returned instead of \texttt{VK_SUCCESS}, to indicate that not all the available counters were returned.

### Valid Usage (Implicit)

- VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-physicalDevice-parameter 
  \texttt{physicalDevice} must be a valid \texttt{VkPhysicalDevice} handle

- VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-pCounterCount-parameter 
  \texttt{pCounterCount} must be a valid pointer to a \texttt{uint32_t} value

- VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-pCounters-parameter 
  If the value referenced by \texttt{pCounterCount} is not 0, and \texttt{pCounters} is not NULL, \texttt{pCounters} must be a valid pointer to an array of \texttt{VkPerformanceCounterKHR} structures

- VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-pCounterDescriptions-parameter 
  If the value referenced by \texttt{pCounterCount} is not 0, and \texttt{pCounterDescriptions} is not NULL, \texttt{pCounterDescriptions} must be a valid pointer to an array of \texttt{VkPerformanceCounterDescriptionKHR} structures

### Return Codes

#### Success

- \texttt{VK_SUCCESS}
- \texttt{VK_INCOMPLETE}

#### Failure

- \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}
- \texttt{VK_ERROR_OUT_OF_DEVICE_MEMORY}
- \texttt{VK_ERROR_INITIALIZATION_FAILED}

The \texttt{VkPerformanceCounterKHR} structure is defined as:
// 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:
// Provided by VK_KHR_performance_query

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:
• **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:

• **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:

```cpp
// 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:
• 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.

VulkanPerformanceCounterDescriptionFlagsKHR is a bitmask type for setting a mask of zero or more VulkanPerformanceCounterDescriptionFlagBitsKHR.

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 \(\text{vkGetPhysicalDevice}\) 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:

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

or the equivalent command

```
// Provided by VK_KHR_device_group_creation
VkResult vkEnumeratePhysicalDeviceGroupsKHR(
    VkInstance instance,
    uint32_t* pPhysicalDeviceGroupCount,
    VkPhysicalDeviceGroupProperties* pPhysicalDeviceGroupProperties);
```

- `instance` is a handle to a Vulkan instance previously created with \(\text{vkCreateInstance}\).
- `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
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;
```

or the equivalent

```c
// Provided by VK_KHR_device_group_creation
typedef VkPhysicalDeviceGroupProperties VkPhysicalDeviceGroupPropertiesKHR;
```

- `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
```

or the equivalent

```c
#define VK_MAX_DEVICE_GROUP_SIZE_KHR VK_MAX_DEVICE_GROUP_SIZE
```

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.

After verifying and enabling the extensions the VkDevice object is created and returned to the application.

Multiple logical devices can be created from the same physical device. Logical device creation may fail due to lack of device-specific resources (in addition to other errors). If that occurs, vkCreateDevice will return VK_ERROR_TOO_MANY_OBJECTS.

### 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

### 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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure
- 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
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 `pQueueCreateInfos` array. Refer to the Queue Creation section below for further details.
- **pQueueCreateInfos** 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 `pQueueCreateInfos` must be unique within `pQueueCreateInfos`, 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 `pQueueCreateInfos` 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 `pQueueFamilyProperties[queueFamilyIndex]`.

- **VUID-VkDeviceCreateInfo-pQueueCreateInfos-06654**
  If multiple elements of `pQueueCreateInfos` 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 `pEnabledFeatures` must be `NULL`.

- **VUID-VkDeviceCreateInfo-pNext-02829**
  If the `pNext` chain includes a `VkPhysicalDeviceVulkan11Features` structure, then it must not include a `VkPhysicalDevice16BitStorageFeatures`, `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`, `VkPhysicalDeviceShaderFloat16Int8Features`, `VkPhysicalDeviceDescriptorIndexingFeatures`, `VkPhysicalDeviceScalarBlockLayoutFeatures`, `VkPhysicalDeviceImagelessFramebufferFeatures`, `VkPhysicalDeviceUniformBufferStandardLayoutFeatures`, `VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures`, `VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures`, `VkPhysicalDeviceHostQueryResetFeatures`, `VkPhysicalDeviceTimelineSemaphoreFeatures`, `VkPhysicalDeviceBufferDeviceAddressFeatures`, or `VkPhysicalDeviceVulkanMemoryModelFeatures` structure.

- **VUID-VkDeviceCreateInfo-ppEnabledExtensionNames-04476**
  If `ppEnabledExtensionNames` contains "VK_KHR_shader_draw_parameters" and the `pNext` chain
includes a `VkPhysicalDeviceVulkan11Features` structure, then `VkPhysicalDeviceVulkan11Features::shaderDrawParameters` must be `VK_TRUE`

- **VUID-VkDeviceCreateInfo-ppEnabledExtensionNames-02831**
  If `ppEnabledExtensionNames` contains "VK_KHR_draw_indirect_count" and the `pNext` chain includes a `VkPhysicalDeviceVulkan12Features` structure, then `VkPhysicalDeviceVulkan12Features::drawIndirectCount` must be `VK_TRUE`

- **VUID-VkDeviceCreateInfo-ppEnabledExtensionNames-02832**
  If `ppEnabledExtensionNames` contains "VK_KHR_sampler_mirror_clamp_to_edge" and the `pNext` chain includes a `VkPhysicalDeviceVulkan12Features` structure, then `VkPhysicalDeviceVulkan12Features::samplerMirrorClampToEdge` must be `VK_TRUE`

- **VUID-VkDeviceCreateInfo-pNext-06532**
  If the `pNext` chain includes a `VkPhysicalDeviceVulkan13Features` structure, then it must not include a `VkPhysicalDeviceDynamicRenderingFeatures`, `VkPhysicalDeviceImageRobustnessFeatures`, `VkPhysicalDeviceInlineUniformBlockFeatures`, `VkPhysicalDeviceMaintenance4Features`, `VkPhysicalDevicePipelineCreationCacheControlFeatures`, `VkPhysicalDevicePrivateDataFeatures`, `VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures`, `VkPhysicalDeviceShaderIntegerDotProductFeatures`, `VkPhysicalDeviceShaderTerminateInvocationFeatures`, `VkPhysicalDeviceSubgroupSizeControlFeatures`, `VkPhysicalDeviceSynchronization2Features`, `VkPhysicalDeviceTextureCompressionASTCHDRFeatures`, or `VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures` structure

- **VUID-VkDeviceCreateInfo-pProperties-04451**
  If the `VK_KHR_portability_subset` extension is included in `pProperties` of `vkEnumerateDeviceExtensionProperties`, `ppEnabledExtensionNames` must include "VK_KHR_portability_subset"

---

**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 `VkDeviceGroupDeviceCreateInfo`, `VkDevicePrivateDataCreateInfo`, `VkPhysicalDevice16BitStorageFeatures`, `VkPhysicalDevice8BitStorageFeatures`, `VkPhysicalDeviceAccelerationStructureFeaturesKHR`, `VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT`, `VkPhysicalDeviceAttachmentFeedbackLoopLayoutFeaturesEXT`, `VkPhysicalDeviceBufferDeviceAddressFeatures`, `VkPhysicalDeviceCooperativeMatrixFeaturesKHR`, `VkPhysicalDeviceDepthBiasControlFeaturesEXT`, `VkPhysicalDeviceDepthClipEnableFeaturesEXT`, `VkPhysicalDeviceDynamicRenderingFeatures`, `VkPhysicalDeviceImageRobustnessFeatures`, `VkPhysicalDeviceInlineUniformBlockFeatures`, `VkPhysicalDeviceMaintenance4Features`, `VkPhysicalDevicePipelineCreationCacheControlFeatures`, `VkPhysicalDevicePrivateDataFeatures`, `VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures`, `VkPhysicalDeviceShaderIntegerDotProductFeatures`, `VkPhysicalDeviceShaderTerminateInvocationFeatures`, `VkPhysicalDeviceSubgroupSizeControlFeatures`, `VkPhysicalDeviceSynchronization2Features`, `VkPhysicalDeviceTextureCompressionASTCHDRFeatures`, or `VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures`
VkPhysicalDeviceSynchronization2Features,
VkPhysicalDeviceTextureCompressionASTCHDRFeatures,
VkPhysicalDeviceTimelineSemaphoreFeatures,
VkPhysicalDeviceTransformFeedbackFeaturesEXT,
VkPhysicalDeviceUniformBufferStandardLayoutFeatures,
VkPhysicalDeviceVariablePointersFeatures,
VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR,
VkPhysicalDeviceVideoMaintenance1FeaturesKHR,
VkPhysicalDeviceVulkan11Features,
VkPhysicalDeviceVulkan12Features,
VkPhysicalDeviceVulkan13Features,
VkPhysicalDeviceVulkanMemoryModelFeatures,
VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR,
VkPhysicalDeviceVariablePointersFeatures,

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

- 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:
typedef struct VkDeviceGroupDeviceCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t physicalDeviceCount;
    const VkPhysicalDevice* pPhysicalDevices;
} VkDeviceGroupDeviceCreateInfo;

or the equivalent

typedef VkDeviceGroupDeviceCreateInfo VkDeviceGroupDeviceCreateInfoKHR;

- 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
To reserve private data storage slots, add a `VkDevicePrivateDataCreateInfo` structure to the `pNext` chain of the `VkDeviceCreateInfo` structure. Reserving slots in this manner is not strictly necessary, but doing so may improve performance.

```c
// Provided by VK_VERSION_1_3
typedef struct VkDevicePrivateDataCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t privateDataSlotRequestCount;
} VkDevicePrivateDataCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `privateDataSlotRequestCount` is the amount of slots to reserve.

### 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**

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 \texttt{vkDeviceWaitIdle}, \texttt{vkQueueWaitIdle}, \texttt{vkWaitForFences} or \texttt{vkAcquireNextImageKHR} with a maximum \texttt{timeout}, and \texttt{vkGetQueryPoolResults} with the \texttt{VK_QUERY_RESULT_WAIT_BIT} bit set in \texttt{flags}) \textbf{must} return in finite time even in the case of a lost device, and return either \texttt{VK_SUCCESS} or \texttt{VK_ERROR_DEVICE_LOST}. For any command that \textbf{may} return \texttt{VK_ERROR_DEVICE_LOST}, for the purpose of determining whether a command buffer is in the \texttt{pending state}, or whether resources are considered in-use by the device, a return value of \texttt{VK_ERROR_DEVICE_LOST} is equivalent to \texttt{VK_SUCCESS}.

If a device was created with the \texttt{maintenance5} feature enabled, and any device command returns \texttt{VK_ERROR_DEVICE_LOST}, then all device commands for which \texttt{VK_ERROR_DEVICE_LOST} is a valid return value and which happen-after it on the same host thread \textbf{must} return \texttt{VK_ERROR_DEVICE_LOST}.

Device commands executing on other threads \textbf{must} begin returning \texttt{VK_ERROR_DEVICE_LOST} within finite time.

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 \texttt{VkDeviceMemory} objects associated with the same underlying memory resources as external memory objects on the lost device becomes \texttt{VK_IMAGE_LAYOUT_UNDEFINED}.

The state of \texttt{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 \texttt{VkSemaphore} objects on other logical devices that permanently share a semaphore payload with a \texttt{VkSemaphore} object on the lost device is undefined, and remains undefined following any subsequent signal operations. Implementations \textbf{must} ensure pending and subsequently submitted wait operations on such semaphores behave as defined in \textit{Semaphore State Requirements For Wait Operations} for external semaphores not in a valid state for a wait operation.

\section*{5.2.4. Device Destruction}

To destroy a device, call:

\begin{verbatim}
// Provided by VK_VERSION_1_0
void vkDestroyDevice(
    VkDevice device,
    const VkAllocationCallbacks* pAllocator);
\end{verbatim}

- \texttt{device} is the logical device to destroy.
- \texttt{pAllocator} controls host memory allocation as described in the \textit{Memory Allocation} chapter.

To ensure that no work is active on the device, \texttt{vkDeviceWaitIdle} \textbf{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 \texttt{vkCreate*} or \texttt{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.

Valid Usage

• VUID-vkDestroyDevice-device-05137
  All child objects created on device must have been destroyed prior to destroying device

• VUID-vkDestroyDevice-device-00379
  If VkAllocationCallbacks were provided when device was created, a compatible set of callbacks must be provided here

• VUID-vkDestroyDevice-device-00380
  If no VkAllocationCallbacks were provided when device was created, pAllocator must be NULL

Valid Usage (Implicit)

• VUID-vkDestroyDevice-device-parameter
  If device is not NULL, device must be a valid VkDevice handle

• VUID-vkDestroyDevice-pAllocator-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

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:

```c
// Provided by VK_VERSION_1_0
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:
• **VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT** specifies that the device queue is a protected-capable queue.

**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:

```c
// 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:

```c
// 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:
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:
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:

```c
// Provided by VK_VERSION_1_1
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`.

Valid Usage

- **VUID-VkDeviceQueueInfo2-queueFamilyIndex-01842**
  
  `queueFamilyIndex` must be one of the queue family indices specified when `device` was created, via the `VkDeviceQueueCreateInfo` structure

- **VUID-VkDeviceQueueInfo2-flags-06225**
  
  `flags` must be equal to `VkDeviceQueueCreateInfo::flags` for a `VkDeviceQueueCreateInfo` structure for the queue family indicated by `queueFamilyIndex` when `device` was created

- **VUID-VkDeviceQueueInfo2-queueIndex-01843**
  
  `queueIndex` must be less than `VkDeviceQueueCreateInfo::queueCount` for the corresponding queue family and flags indicated by `queueFamilyIndex` and `flags` when `device` was created

Valid Usage (Implicit)

- **VUID-VkDeviceQueueInfo2-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_DEVICE_QUEUE_INFO_2`

- **VUID-VkDeviceQueueInfo2-pNext-pNext**
  
  `pNext` must be `NULL`

- **VUID-VkDeviceQueueInfo2-flags-parameter**
**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 `vkQueueSubmit2` 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.

**Sparse Memory Binding**

In Vulkan it is possible to sparsely bind memory to buffers and images as described in the **Sparse Resource** chapter. Sparse memory binding is a queue operation. A queue whose flags include the **VK_QUEUE_SPARSE_BINDING_BIT** must be able to support the mapping of a virtual address to a physical address on the device. This causes an update to the page table mappings on the device. This update must be synchronized on a queue to avoid corrupting page table mappings during execution of graphics commands. By binding the sparse memory resources on queues, all commands that are dependent on the updated bindings are synchronized to only execute after the binding is updated. See the **Synchronization and Cache Control** chapter for how this synchronization is accomplished.

**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](image)

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.
Valid Usage

- VUID-vkCreateCommandPool-queueFamilyIndex-01937
  pCreateInfo->queueFamilyIndex must be the index of a queue family available in the logical device device

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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- 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

### 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

- 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;
```

- **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.

To trim a command pool, call:

```c
// Provided by VK_VERSION_1_1
void vkTrimCommandPool(
    VkDevice device,
    VkCommandPool commandPool,
    VkCommandPoolTrimFlags flags);
```

or the equivalent command

```c
// Provided by VK_KHR_maintenance1
void vkTrimCommandPoolKHR(
    VkDevice device,
    VkCommandPool commandPool,
    VkCommandPoolTrimFlags flags);
```

- `device` is the logical device that owns the command pool.
- `commandPool` is the command pool to trim.
- `flags` is reserved for future use.

Trimming a command pool recycles unused memory from the command pool back to the system. Command buffers allocated from the pool are not affected by the command.

**Note**
This command provides applications with some control over the internal memory allocations used by command pools.

Unused memory normally arises from command buffers that have been recorded and later reset, such that they are no longer using the memory. On reset, a command buffer can return memory to its command pool, but the only way to release memory from a command pool to the system requires calling `vkResetCommandPool`, which cannot be executed while any command buffers from that pool are still in use. Subsequent recording operations into command buffers will reuse this memory but since total memory requirements fluctuate over time, unused memory can accumulate.

In this situation, trimming a command pool may be useful to return unused memory back to the system, returning the total outstanding memory allocated by the pool back to a more “average” value.

Implementations utilize many internal allocation strategies that make it impossible to guarantee that all unused memory is released back to the system. For instance, an implementation of a command pool may involve allocating memory in bulk from the system and sub-allocating from that memory. In such an
any live command buffer that holds a reference to a bulk allocation would prevent that allocation from being freed, even if only a small proportion of the bulk allocation is in use.

In most cases trimming will result in a reduction in allocated but unused memory, but it does not guarantee the “ideal” behavior.

Trimming **may** be an expensive operation, and **should** not be called frequently. Trimming **should** be treated as a way to relieve memory pressure after application-known points when there exists enough unused memory that the cost of trimming is “worth” it.

### Valid Usage (Implicit)

- VUID-vkTrimCommandPool-device-parameter
  
  device **must** be a valid `VkDevice` handle

- VUID-vkTrimCommandPool-commandPool-parameter
  
  commandPool **must** be a valid `VkCommandPool` handle

- VUID-vkTrimCommandPool-flags-zerobitmask
  
  flags **must** be 0

- VUID-vkTrimCommandPool-commandPool-parent
  
  commandPool **must** have been created, allocated, or retrieved from device

### Host Synchronization

- Host access to commandPool **must** be externally synchronized

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkCommandPoolTrimFlags;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance1
typedef VkCommandPoolTrimFlags VkCommandPoolTrimFlagsKHR;
```

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

To reset a command pool, call:
```c
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-parameter
  `flags` must be a valid combination of `VkCommandPoolResetFlagBits` values
- 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 {
    VK_COMMAND_POOL_RESET_RELEASE_RESOURCES_BIT = 0x00000001,
} VkCommandPoolResetFlagBits;
```

- **VK_COMMAND_POOL_RESET_RELEASE_RESOURCES_BIT** specifies that resetting a command pool recycles all of the resources from the command pool back to the system.

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

`VkCommandPoolResetFlags` is a bitmask type for setting a mask of zero or more `VkCommandPoolResetFlagBits`.

To destroy a command pool, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyCommandPool(
    VkDevice device,
    VkCommandPool commandPool,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the command pool.
- `commandPool` is the handle of the command pool to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

When a pool is destroyed, all command buffers allocated from the pool are freed.

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-vkDestroyCommandPool-commandPool-00041**
  All `VkCommandBuffer` objects allocated from `commandPool` must not be in the pending state.

- **VUID-vkDestroyCommandPool-commandPool-00042**
  If `VkAllocationCallbacks` were provided when `commandPool` was created, a compatible set of callbacks must be provided here.

- **VUID-vkDestroyCommandPool-commandPool-00043**
  If no `VkAllocationCallbacks` were provided when `commandPool` was created, `pAllocator` must be `NULL`.

Valid Usage (Implicit)

- **VUID-vkDestroyCommandPool-device-parameter**
  `device` must be a valid `VkDevice` handle.

- **VUID-vkDestroyCommandPool-commandPool-parameter**
  If `commandPool` is not `VK_NULL_HANDLE`, `commandPool` must be a valid `VkCommandPool` handle.

- **VUID-vkDestroyCommandPool-pAllocator-parameter**
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure.

- **VUID-vkDestroyCommandPool-commandPool-parent**
  If `commandPool` is a valid handle, it must have been created, allocated, or retrieved from `device`.

Host Synchronization

- Host access to `commandPool` must be externally synchronized.

### 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.

- \texttt{pCommandBuffers} is a pointer to an array of \texttt{VkCommandBuffer} handles in which the resulting command buffer objects are returned. The array \textbf{must} be at least the length specified by the \texttt{commandBufferCount} member of \texttt{pAllocateInfo}. Each allocated command buffer begins in the initial state.

\texttt{vkAllocateCommandBuffers} \textbf{can} be used to allocate multiple command buffers. If the allocation of any of those command buffers fails, the implementation \textbf{must} free all successfully allocated command buffer objects from this command, set all entries of the \texttt{pCommandBuffers} array to \texttt{NULL} and return the error.

\begin{quote}
\textbf{Note}
Filling \texttt{pCommandBuffers} with \texttt{NULL} values on failure is an exception to the default error behavior that output parameters will have undefined contents.
\end{quote}

When command buffers are first allocated, they are in the initial state.

---

\textbf{Valid Usage (Implicit)}

\begin{itemize}
\item VUID-vkAllocateCommandBuffers-device-parameter
  \texttt{device} \textbf{must} be a valid \texttt{VkDevice} handle
\item VUID-vkAllocateCommandBuffers-pAllocateInfo-parameter
  \texttt{pAllocateInfo} \textbf{must} be a valid pointer to a valid \texttt{VkCommandBufferAllocateInfo} structure
\item VUID-vkAllocateCommandBuffers-pCommandBuffers-parameter
  \texttt{pCommandBuffers} \textbf{must} be a valid pointer to an array of \texttt{pAllocateInfo->commandBufferCount} \texttt{VkCommandBuffer} handles
\item VUID-vkAllocateCommandBuffers-pAllocateInfo::commandBufferCount-arraylength
  \texttt{pAllocateInfo->commandBufferCount} \textbf{must} be greater than 0
\end{itemize}

\textbf{Host Synchronization}

\begin{itemize}
\item Host access to \texttt{pAllocateInfo->commandPool} \textbf{must} be externally synchronized
\end{itemize}

\textbf{Return Codes}

\begin{itemize}
\item \textbf{Success}
  \begin{itemize}
  \item \texttt{VK_SUCCESS}
  \end{itemize}
\item \textbf{Failure}
  \begin{itemize}
  \item \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}
  \item \texttt{VK_ERROR_OUT_OF_DEVICE_MEMORY}
  \end{itemize}
\end{itemize}

The \texttt{VkCommandBufferAllocateInfo} structure is defined as:
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.

### 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:

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:
// 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`

### 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:
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.

typedef VkFlags VkCommandBufferResetFlags;

VkCommandBufferResetFlags is a bitmask type for setting a mask of zero or more VkCommandBufferResetFlagBits.

To free command buffers, call:

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.

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
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.

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

Host Synchronization

- Host access to `commandPool` must be externally synchronized
- Host access to each member of `pCommandBuffers` must be externally synchronized
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.

### 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:
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-00055**
  If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT`, 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-09240**
  If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` and the `dynamicRendering` feature is not enabled, the `renderPass` member of `pInheritanceInfo` **must** not be `VK_NULL_HANDLE`

- **VUID-VkCommandBufferBeginInfo-flags-06002**
  If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` and the `renderPass` member of `pInheritanceInfo` is `VK_NULL_HANDLE`, the `pNext` chain of `pInheritanceInfo` **must** include a `VkCommandBufferInheritanceRenderingInfo` structure

- **VUID-VkCommandBufferBeginInfo-flags-06000**
  If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` and the `renderPass` member of `pInheritanceInfo` is not `VK_NULL_HANDLE`, the `renderPass` member of `pInheritanceInfo` **must** be a valid `VkRenderPass`

- **VUID-VkCommandBufferBeginInfo-flags-06001**
  If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` and the `renderPass` member of `pInheritanceInfo` is not `VK_NULL_HANDLE`, 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
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, or if the render pass
instance was begun with `vkCmdBeginRendering`, `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**
  The `sType` value of each struct in the `pNext` chain **must** be unique

- **VUID-VkCommandBufferInheritanceInfo-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 `VkAttachmentSampleCountInfoAMD`, `VkCommandBufferInheritanceRenderingInfo`, `VkMultiviewPerViewAttributesInfoNVX`, `VkRenderingAttachmentLocationInfoKHR`, or `VkRenderingInputAttachmentIndexInfoKHR`

- **VUID-VkCommandBufferInheritanceInfo-sType-unique**
  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 `VkAttachmentSampleCountInfoAMD`, `VkCommandBufferInheritanceRenderingInfo`, `VkMultiviewPerViewAttributesInfoNVX`, `VkRenderingAttachmentLocationInfoKHR`, or `VkRenderingInputAttachmentIndexInfoKHR`

- **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.

The VkCommandBufferInheritanceRenderingInfo structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkCommandBufferInheritanceRenderingInfo {
    VkStructureType sType;
    const void* pNext;
    VkRenderingFlags flags;
    uint32_t viewMask;
    uint32_t colorAttachmentCount;
    const VkFormat* pColorAttachmentFormats;
    VkFormat depthAttachmentFormat;
    VkFormat stencilAttachmentFormat;
    VkSampleCountFlagBits rasterizationSamples;
} VkCommandBufferInheritanceRenderingInfo;
```

or the equivalent

```c
// Provided by VK_KHR_dynamic_rendering
typedef VkCommandBufferInheritanceRenderingInfo
    VkCommandBufferInheritanceRenderingInfoKHR;
```

- 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 VkRenderingFlagBits used by the render pass instance.
- viewMask is the view mask used for rendering.
- colorAttachmentCount is the number of color attachments specified in the render pass instance.
- pColorAttachmentFormats is a pointer to an array of VkFormat values defining the format of color attachments.
- depthAttachmentFormat is a VkFormat value defining the format of the depth attachment.
- stencilAttachmentFormat is a VkFormat value defining the format of the stencil attachment.
- rasterizationSamples is a VkSampleCountFlagBits specifying the number of samples used in rasterization.

If the pNext chain of VkCommandBufferInheritanceInfo includes a VkCommandBufferInheritanceRenderingInfo structure, then that structure controls parameters of dynamic render pass instances that the VkCommandBuffer can be executed within. If VkCommandBufferInheritanceInfo::renderPass is not VK_NULL_HANDLE, or VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT is not specified in VkCommandBufferBeginInfo ::flags, parameters of this structure are ignored.

If colorAttachmentCount is 0 and the variableMultisampleRate feature is enabled, rasterizationSamples is ignored.
If \textit{depthAttachmentFormat}, \textit{stencilAttachmentFormat}, or any element of \textit{pColorAttachmentFormats} is \textit{VK_FORMAT_UNDEFINED}, it indicates that the corresponding attachment is unused within the render pass and writes to those attachments are discarded.

\begin{center}
\textbf{Valid Usage}
\end{center}

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-colorAttachmentCount-06004}
  If \textit{colorAttachmentCount} is not \textit{0}, \textit{rasterizationSamples} must be a valid \textit{VkSampleCountFlagBits} value

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-variableMultisampleRate-06005}
  If the \textit{variableMultisampleRate} feature is not enabled, \textit{rasterizationSamples} must be a valid \textit{VkSampleCountFlagBits} value

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-depthAttachmentFormat-06540}
  If \textit{depthAttachmentFormat} is not \textit{VK_FORMAT_UNDEFINED}, it must be a format that includes a depth component

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-depthAttachmentFormat-06007}
  If \textit{depthAttachmentFormat} is not \textit{VK_FORMAT_UNDEFINED}, it must be a format with potential format features that include \textit{VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT}

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-pColorAttachmentFormats-06492}
  If any element of \textit{pColorAttachmentFormats} is not \textit{VK_FORMAT_UNDEFINED}, it must be a format with potential format features that include \textit{VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT}

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-stencilAttachmentFormat-06541}
  If \textit{stencilAttachmentFormat} is not \textit{VK_FORMAT_UNDEFINED}, it must be a format that includes a stencil aspect

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-stencilAttachmentFormat-06199}
  If \textit{stencilAttachmentFormat} is not \textit{VK_FORMAT_UNDEFINED}, it must be a format with potential format features that include \textit{VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT}

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-depthAttachmentFormat-06200}
  If \textit{depthAttachmentFormat} is not \textit{VK_FORMAT_UNDEFINED} and \textit{stencilAttachmentFormat} is not \textit{VK_FORMAT_UNDEFINED}, \textit{depthAttachmentFormat} must equal \textit{stencilAttachmentFormat}

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-multiview-06008}
  If the \textit{multiview} feature is not enabled, \textit{viewMask} must be \textit{0}

- \textbf{VUID-VkCommandBufferInheritanceRenderingInfo-viewMask-06009}
  The index of the most significant bit in \textit{viewMask} must be less than \textit{maxMultiviewViewCount}
If `colorAttachmentCount` is not 0, `pColorAttachmentFormats` must be a valid pointer to an array of `colorAttachmentCount` valid `VkFormat` values

- VUID-VkCommandBufferInheritanceRenderingInfo-depthAttachmentFormat-parameter `depthAttachmentFormat` must be a valid `VkFormat` value

- VUID-VkCommandBufferInheritanceRenderingInfo-stencilAttachmentFormat-parameter `stencilAttachmentFormat` must be a valid `VkFormat` value

- VUID-VkCommandBufferInheritanceRenderingInfo-rasterizationSamples-parameter `rasterizationSamples` must be a valid `VkSampleCountFlagBits` value

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.

In case the application recorded one or more video encode operations into the command buffer, implementations may return the VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR error if any of the specified Video Std parameters do not adhere to the syntactic or semantic requirements of the used video compression standard, or if values derived from parameters according to the rules defined by the used video compression standard do not adhere to the capabilities of the video compression standard or the implementation.

**Note**

Applications should not rely on the VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR error being returned by any command as a means to verify Video Std parameters, as implementations are not required to report the error in any specific set of cases.

**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-None-06991
  There must be no video session object bound

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
- VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR

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 vkQueueSubmit2 as possible.

To submit command buffers to a queue, call:

// Provided by VK_VERSION_1_3
VkResult vkQueueSubmit2(
    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.

vkQueueSubmit2 is a queue submission command, with each batch defined by an element of pSubmits.

Semaphore operations submitted with vkQueueSubmit2 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 vkQueueSubmit2 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 vkQueueSubmit2 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.

Valid Usage

• VUID-vkQueueSubmit2-fence-04894
  If fence is not VK_NULL_HANDLE, fence must be unsignaled
• 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 unsignaled 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-03880**
  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 VKDEVICE_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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<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 VkSubmitInfo2 structure is defined as:

```c
// Provided by VK_VERSION_1_3
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-semaphore-03881**
  If the same semaphore is used as the `semaphore` member of both an element of `pSignalSemaphoreInfos` and `pWaitSemaphoreInfos`, and that semaphore is a timeline semaphore, the `value` member of the `pSignalSemaphoreInfos` element **must** be greater than the `value` member of the `pWaitSemaphoreInfos` element.

- **VUID-VkSubmitInfo2-semaphore-03882**
  If the `semaphore` member of any element of `pSignalSemaphoreInfos` is a timeline semaphore, the `value` member of that element **must** have a value greater than the current value of the semaphore when the semaphore signal operation is executed.

- **VUID-VkSubmitInfo2-semaphore-03883**
  If the `semaphore` member of any element of `pSignalSemaphoreInfos` is a timeline semaphore, the `value` member of that element **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-VkSubmitInfo2-semaphore-03884**
  If the `semaphore` member of any element of `pWaitSemaphoreInfos` is a timeline semaphore, the `value` member of that element **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-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.

- **VUID-VkSubmitInfo2KHR-commandBuffer-06192**
  If any `commandBuffer` member of an element of `pCommandBufferInfos` contains any resumed render pass instances, they **must** be suspended by a render pass instance earlier in submission order within `pCommandBufferInfos`.

- **VUID-VkSubmitInfo2KHR-commandBuffer-06010**
  If any `commandBuffer` member of an element of `pCommandBufferInfos` contains any
suspended render pass instances, they must be resumed by a render pass instance later in submission order within pCommandBufferInfos

- VUID-VkSubmitInfo2KHR-commandBuffer-06011
  If any commandBuffer member of an element of pCommandBufferInfos contains any suspended render pass instances, there must be no action or synchronization commands between that render pass instance and the render pass instance that resumes it

- VUID-VkSubmitInfo2KHR-commandBuffer-06012
  If any commandBuffer member of an element of pCommandBufferInfos contains any suspended render pass instances, there must be no render pass instances between that render pass instance and the render pass instance that resumes it

Valid Usage (Implicit)

- VUID-VkSubmitInfo2-sType-sType
  sType must be VK_STRUCTURE_TYPE_SUBMIT_INFO_2

- VUID-VkSubmitInfo2-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 VkFrameBoundaryEXT, VkPerformanceQuerySubmitInfoKHR, or VkWin32KeyedMutexAcquireReleaseInfoKHR

- 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
// Provided by VK_VERSION_1_3
typedef enum VkSubmitFlagBits {
    VK_SUBMIT_PROTECTED_BIT = 0x00000001,
    VK_SUBMIT_PROTECTED_BIT_KHR = VK_SUBMIT_PROTECTED_BIT,
} VkSubmitFlagBits;
```
or the equivalent
• VK_SUBMIT_PROTECTED_BIT specifies that this batch is a protected submission.

VkSubmitFlags is a bitmask type for setting a mask of zero or more VkSubmitFlagBits.

The VkSemaphoreSubmitInfo structure is defined as:

```c
// Provided by VK_VERSION_1_3
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 either the value used to signal semaphore or the value waited on by semaphore, if semaphore is a timeline semaphore. Otherwise it 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
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-03933**
  If the `transformFeedback` feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`

- **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-stageMask-07947**
  If the `rayTracingPipeline` feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_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

**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
// Provided by VK_VERSION_1_3
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:
// 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.

Valid Usage

• VUID-vkQueueSubmit-fence-00063
  If fence is not VK_NULL_HANDLE, fence must be unsigned
• 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.
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.

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.

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.

Any resource created with `VK_SHARING_MODE_CONCURRENT` that is accessed by an operation specified by `pSubmits` have included the queue family of `queue` at resource creation time.

If `queue` was not created with `VKDEVICE_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)**

- `queue` must be a valid `VkQueue` handle
- `pSubmits` must be a valid pointer to an array of `submitCount` valid `VkSubmitInfo` structures
- `fence` must be a valid `VkFence` handle
- `queue`, and `fence` 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<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:

```c
// Provided by VK_VERSION_1_0
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;
} VkSubmitInfo;
```

- **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-04094**
  If the transformFeedback feature is not enabled, pWaitDstStageMask must not contain VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT

- **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-pWaitDstStageMask-07950**
  If the rayTracingPipeline feature is not enabled, pWaitDstStageMask must not contain VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

- **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 194
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.

- VUID-VkSubmitInfo-pNext-04120
  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.

- VUID-VkSubmitInfo-pNext-04148
  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.

- VUID-VkSubmitInfo-pCommandBuffers-06193
  If pCommandBuffers contains any resumed render pass instances, they must be suspended by a render pass instance earlier in submission order within pCommandBuffers.

- VUID-VkSubmitInfo-pCommandBuffers-06014
  If pCommandBuffers contains any suspended render pass instances, they must be resumed by a render pass instance later in submission order within pCommandBuffers.

- VUID-VkSubmitInfo-pCommandBuffers-06015
  If pCommandBuffers contains any suspended render pass instances, there must be no action or synchronization commands executed in a primary or secondary command buffer between that render pass instance and the render pass instance that resumes it.
If `pCommandBuffers` contains any suspended render pass instances, there must be no render pass instances between that render pass instance and the render pass instance that resumes it.

Valid Usage (Implicit)

- **VUID-VkSubmitInfo-sType-sType**
  
  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 `VkD3D12FenceSubmitInfoKHR`, `VkDeviceGroupSubmitInfo`, `VkPerformanceQuerySubmitInfoKHR`, `VkProtectedSubmitInfo`, `VkTimelineSemaphoreSubmitInfo`, or `VkWin32KeyedMutexAcquireReleaseInfoKHR`

- **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` or the `VkBindSparseInfo` structure when using `vkQueueBindSparse`. The `VkTimelineSemaphoreSubmitInfo` structure is defined as:
typedef struct VkTimelineSemaphoreSubmitInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreValueCount;
    const uint64_t* pWaitSemaphoreValues;
    uint32_t signalSemaphoreValueCount;
    const uint64_t* pSignalSemaphoreValues;
} VkTimelineSemaphoreSubmitInfo;

or the equivalent

// Provided by VK_KHR_timeline_semaphore
typedef VkTimelineSemaphoreSubmitInfo VkTimelineSemaphoreSubmitInfoKHR;

• 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 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.

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
To specify the values to use when waiting for and signaling semaphores whose current payload refers to a Direct3D 12 fence, add a `VkD3D12FenceSubmitInfoKHR` structure to the `pNext` chain of the `VkSubmitInfo` structure. The `VkD3D12FenceSubmitInfoKHR` structure is defined as:

```c
typedef struct VkD3D12FenceSubmitInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreValuesCount;
    const uint64_t* pWaitSemaphoreValues;
    uint32_t signalSemaphoreValuesCount;
    const uint64_t* pSignalSemaphoreValues;
} VkD3D12FenceSubmitInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `waitSemaphoreValuesCount` is the number of semaphore wait values specified in `pWaitSemaphoreValues`.
- `pWaitSemaphoreValues` is a pointer to an array of `waitSemaphoreValuesCount` values for the corresponding semaphores in `VkSubmitInfo::pWaitSemaphores` to wait for.
- `signalSemaphoreValuesCount` is the number of semaphore signal values specified in `pSignalSemaphoreValues`.
- `pSignalSemaphoreValues` is a pointer to an array of `signalSemaphoreValuesCount` 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 does not currently have a payload referring to a Direct3D 12 fence, the implementation **must** ignore the value in the `pWaitSemaphoreValues` or `pSignalSemaphoreValues` entry.

**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`, and use the `VkTimelineSemaphoreSubmitInfo` structure instead of the `VkD3D12FenceSubmitInfoKHR` structure to specify the values to use when waiting for and signaling such semaphores.

**Valid Usage**

- `VUID-VkD3D12FenceSubmitInfoKHR-waitSemaphoreValuesCount-00079`
waitSemaphoreValuesCount must be the same value as VkSubmitInfo::waitSemaphoreCount, where this structure is in the pNext chain of a VkSubmitInfo structure.

- VUID-VkD3D12FenceSubmitInfoKHR-signalSemaphoreValuesCount-00080
  signalSemaphoreValuesCount must be the same value as VkSubmitInfo::signalSemaphoreCount, where this structure is in the pNext chain of a VkSubmitInfo structure.

**Valid Usage (Implicit)**

- VUID-VkD3D12FenceSubmitInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_D3D12_FENCE_SUBMIT_INFO_KHR

- VUID-VkD3D12FenceSubmitInfoKHR-pWaitSemaphoreValues-parameter
  If waitSemaphoreValuesCount is not 0, and pWaitSemaphoreValues is not NULL, pWaitSemaphoreValues must be a valid pointer to an array of waitSemaphoreValuesCount uint64_t values.

- VUID-VkD3D12FenceSubmitInfoKHR-pSignalSemaphoreValues-parameter
  If signalSemaphoreValuesCount is not 0, and pSignalSemaphoreValues is not NULL, pSignalSemaphoreValues must be a valid pointer to an array of signalSemaphoreValuesCount uint64_t values.

When submitting work that operates on memory imported from a Direct3D 11 resource to a queue, the keyed mutex mechanism may be used in addition to Vulkan semaphores to synchronize the work. Keyed mutexes are a property of a properly created shareable Direct3D 11 resource. They can only be used if the imported resource was created with the D3D11_RESOURCE_MISC_SHARED_KEYEDMUTEX flag.

To acquire keyed mutexes before submitted work and/or release them after, add aVkWin32KeyedMutexAcquireReleaseInfoKHR structure to the pNext chain of the VkSubmitInfo structure.

The VkWin32KeyedMutexAcquireReleaseInfoKHR structure is defined as:

```c
// Provided by VK_KHR_win32_keyed_mutex
typedef struct VkWin32KeyedMutexAcquireReleaseInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t acquireCount;
    const VkDeviceMemory* pAcquireSyncs;
    const uint64_t* pAcquireKeys;
    const uint32_t* pAcquireTimeouts;
    uint32_t releaseCount;
    const VkDeviceMemory* pReleaseSyncs;
    const uint64_t* pReleaseKeys;
} VkWin32KeyedMutexAcquireReleaseInfoKHR;
```

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

• acquireCount is the number of entries in the pAcquireSyncs, pAcquireKeys, and pAcquireTimeouts arrays.

• pAcquireSyncs is a pointer to an array of VkDeviceMemory objects which were imported from Direct3D 11 resources.

• pAcquireKeys is a pointer to an array of mutex key values to wait for prior to beginning the submitted work. Entries refer to the keyed mutex associated with the corresponding entries in pAcquireSyncs.

• pAcquireTimeouts is a pointer to an array of timeout values, in millisecond units, for each acquire specified in pAcquireKeys.

• releaseCount is the number of entries in the pReleaseSyncs and pReleaseKeys arrays.

• pReleaseSyncs is a pointer to an array of VkDeviceMemory objects which were imported from Direct3D 11 resources.

• pReleaseKeys is a pointer to an array of mutex key values to set when the submitted work has completed. Entries refer to the keyed mutex associated with the corresponding entries in pReleaseSyncs.

### Valid Usage

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-pAcquireSyncs-00081**
  Each member of pAcquireSyncs and pReleaseSyncs must be a device memory object imported by setting VkImportMemoryWin32HandleInfoKHR::handleType to VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT or VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT.

### Valid Usage (Implicit)

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-sType-sType**
  sType must be VK_STRUCTURE_TYPE_WIN32_KEYED_MUTEX_ACQUIRE_RELEASE_INFO_KHR.

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-pAcquireSyncs-parameter**
  If acquireCount is not 0, pAcquireSyncs must be a valid pointer to an array of acquireCount valid VkDeviceMemory handles.

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-pAcquireKeys-parameter**
  If acquireCount is not 0, pAcquireKeys must be a valid pointer to an array of acquireCount uint64_t values.

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-pAcquireTimeouts-parameter**
  If acquireCount is not 0, pAcquireTimeouts must be a valid pointer to an array of acquireCount uint32_t values.

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-pReleaseSyncs-parameter**
  If releaseCount is not 0, pReleaseSyncs must be a valid pointer to an array of releaseCount valid VkDeviceMemory handles.

- **VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-pReleaseKeys-parameter**
If `releaseCount` is not 0, `pReleaseKeys` must be a valid pointer to an array of `releaseCount` `uint64_t` values

- VUID-VkWin32KeyedMutexAcquireReleaseInfoKHR-commonparent
  Both of the elements of `pAcquireSyncs`, and the elements of `pReleaseSyncs` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`.

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:

```c
// 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:

```c
// 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;
```

or the equivalent.
// Provided by VK_KHR_device_group

typedef VkDeviceGroupSubmitInfo VkDeviceGroupSubmitInfoKHR;

- `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_TYPEDEVICEGROUP_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 those events.

**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**.

If the `nestedCommandBuffer` feature is enabled it is valid usage for `vkCmdExecuteCommands` to also be recorded to a secondary command buffer.

### 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**

- **VUID-vkCmdExecuteCommands-pCommandBuffers-00092**
  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`

- **VUID-vkCmdExecuteCommands-pCommandBuffers-00093**
  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`

- **VUID-vkCmdExecuteCommands-pCommandBuffers-00094**
  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

- **VUID-vkCmdExecuteCommands-pCommandBuffers-00096**
  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`

- **VUID-vkCmdExecuteCommands-pCommandBuffers-00099**
  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

- **VUID-vkCmdExecuteCommands-contents-06018**
  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`, or `VK_SUBPASS_CONTENTS_INLINE_AND_SECONDARY_COMMAND_BUFFERS_EXT`

- **VUID-vkCmdExecuteCommands-pCommandBuffers-06019**
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with...
vkCmdBeginRenderPass, each element of \textit{pCommandBuffers} must have been recorded with 
\textit{VkCommandBufferInheritanceInfo}::\textit{subpass} set to the index of the subpass which the 
given command buffer will be executed in

- VUID-vkCmdExecuteCommands-pBeginInfo-06020
  
  If \textit{vkCmdExecuteCommands} is being called within a render pass instance begun with 
  \textit{vkCmdBeginRenderPass}, the render passes specified in the \textit{pBeginInfo->pInheritanceInfo->renderPass} members of the \textit{vkBeginCommandBuffer} commands used to begin recording 
each element of \textit{pCommandBuffers} must be compatible with the current render pass

- VUID-vkCmdExecuteCommands-pCommandBuffers-00100
  
  If \textit{vkCmdExecuteCommands} is not being called within a render pass instance, each element of 
  \textit{pCommandBuffers} must not have been recorded with the 
  \textsc{vk_command_buffer_usage_render_pass_continue_bit}

- VUID-vkCmdExecuteCommands-commandBuffer-00101
  
  If the \textit{inheritedQueries} feature is not enabled, \textit{commandBuffer} must not have any queries 
  active

- VUID-vkCmdExecuteCommands-commandBuffer-00102
  
  If \textit{commandBuffer} has a \textsc{vk_query_type_occlusion} query active, then each element of 
  \textit{pCommandBuffers} must have been recorded with \textit{VkCommandBufferInheritanceInfo}::\textit{occlusionQueryEnable} set to \textsc{vk_true}

- VUID-vkCmdExecuteCommands-commandBuffer-00103
  
  If \textit{commandBuffer} has a \textsc{vk_query_type_occlusion} query active, then each element of 
  \textit{pCommandBuffers} must have been recorded with \textit{VkCommandBufferInheritanceInfo}::\textit{queryFlags} having all bits set that are set for the query

- VUID-vkCmdExecuteCommands-commandBuffer-00104
  
  If \textit{commandBuffer} has a \textsc{vk_query_type_pipeline_statistics} query active, then each element of 
  \textit{pCommandBuffers} must have been recorded with \textit{VkCommandBufferInheritanceInfo}::\textit{pipelineStatistics} having all bits set that are set in the \textit{VkQueryPool} the query uses

- VUID-vkCmdExecuteCommands-pCommandBuffers-00105
  
  Each element of \textit{pCommandBuffers} must not begin any query types that are active in 
  \textit{commandBuffer}

- VUID-vkCmdExecuteCommands-commandBuffer-07594
  
  \textit{commandBuffer} must not have any queries other than \textsc{vk_query_type_occlusion} and 
  \textsc{vk_query_type_pipeline_statistics} active

- VUID-vkCmdExecuteCommands-commandBuffer-01820
  
  If \textit{commandBuffer} is a protected command buffer and \textit{protectedNoFault} is not supported, 
each element of \textit{pCommandBuffers} must be a protected command buffer

- VUID-vkCmdExecuteCommands-commandBuffer-01821
  
  If \textit{commandBuffer} is an unprotected command buffer and \textit{protectedNoFault} is not supported, 
each element of \textit{pCommandBuffers} must be an unprotected command buffer

- VUID-vkCmdExecuteCommands-None-02286
  
  This command must not be recorded when transform feedback is active

- VUID-vkCmdExecuteCommands-commandBuffer-06533
  
  If \textit{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 write 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-pCommandBuffers-06021**
  If `pCommandBuffers` contains any suspended render pass instances, there must be no action or synchronization commands between that render pass instance and any render pass instance that resumes it

- **VUID-vkCmdExecuteCommands-pCommandBuffers-06022**
  If `pCommandBuffers` contains any suspended render pass instances, there must be no render pass instances between that render pass instance and any render pass instance that resumes it

- **VUID-vkCmdExecuteCommands-flags-06024**
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, its `VkRenderingInfo::flags` parameter must have included `VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT`

- **VUID-vkCmdExecuteCommands-pBeginInfo-06025**
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, the render passes specified in the `pBeginInfo->pInheritanceInfo->renderPass` members of the `vkBeginCommandBuffer` commands used to begin recording each element of `pCommandBuffers` must be `VK_NULL_HANDLE`

- **VUID-vkCmdExecuteCommands-flags-06026**
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, the `flags` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be equal to the `VkRenderingInfo::flags` parameter to `vkCmdBeginRendering`, excluding `VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT`

- **VUID-vkCmdExecuteCommands-colorAttachmentCount-06027**
If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, the `colorAttachmentCount` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be equal to the `VkRenderingInfo::colorAttachmentCount` parameter to `vkCmdBeginRendering`.

- VUID-vkCmdExecuteCommands-imageView-06028
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, if the `imageView` member of an element of the `VkRenderingInfo::pColorAttachments` parameter to `vkCmdBeginRendering` is not `VK_NULL_HANDLE`, the corresponding element of the `pColorAttachmentFormats` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be equal to the format used to create that image view.

- VUID-vkCmdExecuteCommands-imageView-07606
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, if the `imageView` member of an element of the `VkRenderingInfo::pColorAttachments` parameter to `vkCmdBeginRendering` is `VK_NULL_HANDLE`, the corresponding element of the `pColorAttachmentFormats` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be `VK_FORMAT_UNDEFINED`.

- VUID-vkCmdExecuteCommands-pDepthAttachment-06029
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, if the `VkRenderingInfo::pDepthAttachment->imageView` parameter to `vkCmdBeginRendering` is not `VK_NULL_HANDLE`, the value of the `depthAttachmentFormat` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be equal to the format used to create that image view.

- VUID-vkCmdExecuteCommands-pStencilAttachment-06030
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering`, if the `VkRenderingInfo::pStencilAttachment->imageView` parameter to `vkCmdBeginRendering` is not `VK_NULL_HANDLE`, the value of the `stencilAttachmentFormat` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be equal to the format used to create that image view.

- VUID-vkCmdExecuteCommands-pDepthAttachment-06774
  If `vkCmdExecuteCommands` is being called within a render pass instance begun with `vkCmdBeginRendering` and the `VkRenderingInfo::pDepthAttachment->imageView` parameter to `vkCmdBeginRendering` was `VK_NULL_HANDLE`, the value of the `depthAttachmentFormat` member of the `VkCommandBufferInheritanceRenderingInfo` structure included in the `pNext` chain of `VkCommandBufferBeginInfo::pInheritanceInfo` used to begin recording each element of `pCommandBuffers` must be `VK_FORMAT_UNDEFINED`. 
If \( \text{vkCmdExecuteCommands} \) is being called within a render pass instance begun with \( \text{vkCmdBeginRendering} \) and the \( \text{VkRenderingInfo}::\text{pStencilAttachment->imageView} \) parameter to \( \text{vkCmdBeginRendering} \) was \( \text{VK_NULL_HANDLE} \), the value of the \( \text{stencilAttachmentFormat} \) member of the \( \text{VkCommandBufferInheritanceRenderingInfo} \) structure included in the \( \text{pNext} \) chain of \( \text{VkCommandBufferBeginInfo::pInheritanceInfo} \) used to begin recording each element of \( \text{pCommandBuffers} \) must be \( \text{VK_FORMAT_UNDEFINED} \).

If \( \text{vkCmdExecuteCommands} \) is being called within a render pass instance begun with \( \text{vkCmdBeginRendering} \), the \( \text{viewMask} \) member of the \( \text{VkCommandBufferInheritanceRenderingInfo} \) structure included in the \( \text{pNext} \) chain of \( \text{VkCommandBufferBeginInfo::pInheritanceInfo} \) used to begin recording each element of \( \text{pCommandBuffers} \) must be equal to the \( \text{VkRenderingInfo::viewMask} \) parameter to \( \text{vkCmdBeginRendering} \).

\( \text{commandBuffer} \) must not be a secondary command buffer unless the nestedCommandBuffer feature is enabled.

If the nestedCommandBuffer feature is enabled, the command buffer nesting level of each element of \( \text{pCommandBuffers} \) must be less than \( \text{maxCommandBufferNestingLevel} \).

If the nestedCommandBufferRendering feature is not enabled, and \( \text{commandBuffer} \) is a secondary command buffer, each element of \( \text{pCommandBuffers} \) must not have been recorded with \( \text{VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT} \).

If the nestedCommandBufferSimultaneousUse feature is not enabled, and \( \text{commandBuffer} \) is a secondary command buffer, \( \text{pCommandBuffers} \) must not have been recorded with \( \text{VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT} \).

If \( \text{vkCmdExecuteCommands} \) is being called within a render pass instance begun with \( \text{vkCmdBeginRendering} \), the color attachment mapping state specified by \( \text{VkRenderingAttachmentLocationInfoKHR} \) in the inheritance info of each element of \( \text{pCommandBuffers} \) and in the current state of \( \text{commandBuffer} \) must match.

If \( \text{vkCmdExecuteCommands} \) is being called within a render pass instance begun with \( \text{vkCmdBeginRendering} \), the input attachment mapping state specified by \( \text{VkRenderingInputAttachmentIndexInfoKHR} \) in the inheritance info of each element of \( \text{pCommandBuffers} \) and in the current state of \( \text{commandBuffer} \) must match.

**Valid Usage (Implicit)**

\( \text{commandBuffer} \) must be a valid \( \text{VkCommandBuffer} \) 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-vkCmd ExecuteCommands-videocoding**
  This command must only be called outside of a video coding scope

- **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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Outside</td>
<td>Transfer Graphics Compute</td>
<td>Indirection</td>
</tr>
</tbody>
</table>

### 6.8. Nested Command Buffers

In addition to secondary command buffer execution from primary command buffers, an implementation may support nested command buffers, which enable secondary command buffers to be executed from other secondary command buffers. If the nestedCommandBuffer feature is enabled, the implementation supports nested command buffers.

Nested command buffer execution works the same as primary-to-secondary execution, except that it is subject to some additional implementation-defined limits.

Each secondary command buffer has a command buffer nesting level, which is determined at *vkEndCommandBuffer* time and evaluated at *vkCmdExecuteCommands* time. A secondary
command buffer that executes no other secondary command buffers has a command buffer nesting level of zero. Otherwise, the command buffer nesting level of a secondary command buffer is equal to the maximum nesting level of all secondary command buffers executed by that command buffer plus one. Some implementations may have a limit on the maximum nesting level of secondary command buffers that can be recorded. This limit is advertised in maxCommandBufferNestingLevel.

If the nestedCommandBufferRendering feature is enabled, the implementation supports calling vkCmdExecuteCommands inside secondary command buffers recorded with VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT. If the nestedCommandBufferSimultaneousUse feature is enabled, the implementation supports calling vkCmdExecuteCommands with secondary command buffers recorded with VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT.

Whenever vkCmdExecuteCommands is recorded inside a secondary command buffer recorded with VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT, each member of pCommandBuffers must have been recorded with a VkCommandBufferBeginInfo compatible with the VkCommandBufferInheritanceInfo of the command buffer into which the vkCmdExecuteCommands call is being recorded. The VkCommandBufferInheritanceRenderingInfo structures are compatible when the VkCommandBufferInheritanceRenderingInfo::renderpass are compatible, or if they are VK_NULL_HANDLE then the VkCommandBufferInheritanceRenderingInfo members match, and all other members of VkCommandBufferInheritanceRenderingInfo match. This requirement applies recursively, down to the most nested command buffer and up to the command buffer where the render pass was originally begun.

6.9. 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:
or the equivalent

// Provided by VK_KHR_device_group
typedef VkDeviceGroupCommandBufferBeginInfo VkDeviceGroupCommandBufferBeginInfoKHR;

• 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:

// Provided by VK_VERSION_1_1
void vkCmdSetDeviceMask(
    VkCommandBuffer commandBuffer,
    uint32_t deviceMask);

or the equivalent command
// Provided by VK_KHR_device_group

```c
void vkCmdSetDeviceMaskKHR(
    VkCommandBuffer commandBuffer,
    uint32_t deviceMask);
```

- `commandBuffer` is the 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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Both</td>
<td>Graphics, Compute, Transfer</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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 $\text{Ops}_1$ and $\text{Ops}_2$ be separate sets of operations.
- Let $\text{Sync}$ be a synchronization command.
- Let $\text{Scope}_{1st}$ and $\text{Scope}_{2nd}$ be the synchronization scopes of $\text{Sync}$.
- Let $\text{ScopedOps}_1$ be the intersection of sets $\text{Ops}_1$ and $\text{Scope}_{1st}$.
- Let $\text{ScopedOps}_2$ be the intersection of sets $\text{Ops}_2$ and $\text{Scope}_{2nd}$.
- Submitting $\text{Ops}_1$, $\text{Sync}$ and $\text{Ops}_2$ for execution, in that order, will result in execution dependency $\text{ExeDep}$ between $\text{ScopedOps}_1$ and $\text{ScopedOps}_2$.
- Execution dependency $\text{ExeDep}$ guarantees that $\text{ScopedOps}_1$ happen-before $\text{ScopedOps}_2$.

An execution dependency chain is a sequence of execution dependencies that form a happens-before relation between the first dependency’s $\text{ScopedOps}_1$ and the final dependency’s $\text{ScopedOps}_2$. For each consecutive pair of execution dependencies, a chain exists if the intersection of $\text{Scope}_{2nd}$ in the first dependency and $\text{Scope}_{1st}$ 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 $\text{Sync}$ be a set of synchronization commands that generate an execution dependency chain.
- Let $\text{Scope}_{1st}$ be the first synchronization scope of the first command in $\text{Sync}$.
- Let $\text{Scope}_{2nd}$ be the second synchronization scope of the last command in $\text{Sync}$.

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 \( \text{ScopedMemOps}_2 \).

\[ \text{Note} \]
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.

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.

### 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
// Provided by VK_VERSION_1_3
// 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 const VkPipelineStageFlagBits2 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_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_KHR = 0x00000080ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT_KHR = 0x00000100ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT_KHR = 0x00000200ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT_KHR = 0x00000400ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT_KHR = 0x00000800ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT_KHR = 0x00001000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TRANSFER_BIT_KHR = 0x00001000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_BOTTOM_OF_PIPE_BIT_KHR = 0x00002000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_HOST_BIT_KHR = 0x00004000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT_KHR = 0x00008000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT_KHR = 0x00010000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COPY_BIT_KHR = 0x100000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RESOLVE_BIT_KHR = 0x200000000ULL;

static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT = 0x00000040ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT = 0x00000080ULL;
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_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_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;
// Provided by VK_KHR_video_decode_queue
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR = 0x04000000ULL;
// Provided by VK_KHR_video_encode_queue
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR = 0x08000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_transform_feedback
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT = 0x01000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_conditional_rendering
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_CONDITIONAL_RENDERING_BIT_EXT = 0x00040000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_device_generated_commands
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMMAND_PREPROCESS_BIT_NV = 0x00020000ULL;
// Provided by VK_KHR_fragment_shading_rate with VK_KHR_synchronization2
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00400000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_shading_rate_image
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_SHADING_RATE_IMAGE_BIT_NV = 0x00400000ULL;
// Provided by VK_KHR_acceleration_structure with VK_KHR_synchronization2
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR = 0x02000000ULL;
// Provided by VK_KHR_ray_tracing_pipeline with VK_KHR_synchronization2
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR = 0x00200000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_ray_tracing
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_NV = 0x00200000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_ray_tracing
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR = 0x02000000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_device_generated_commands
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00400000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_shading_rate_image
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_SHADING_RATE_IMAGE_BIT_NV = 0x00400000ULL;
// Provided by VK_KHR_acceleration_structure with VK_KHR_synchronization2
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR = 0x02000000ULL;
// Provided by VK_KHR_ray_tracing_pipeline with VK_KHR_synchronization2
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR = 0x00200000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_ray_tracing
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_NV = 0x00200000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_ray_tracing
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR = 0x02000000ULL;
```c
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_NV = 0x20000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_fragment_density_map
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_DENSITY_PROCESS_BIT_EXT = 0x00800000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_mesh_shader
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TASK_SHADER_BIT_NV = 0x00080000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_mesh_shader
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_SHADER_BIT_NV = 0x00100000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_mesh_shader
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TASK_SHADER_BIT_EXT = 0x00080000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_mesh_shader
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_SHADER_BIT_EXT = 0x00100000ULL;
// Provided by VK_KHR_ray_tracing_maintenance1 with VK_KHR_synchronization2 or VK_VERSION_1_3
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR = 0x10000000ULL;
// Provided by VK_EXT_opacity_micromap
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT = 0x40000000ULL;

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_RAY_TRACING_SHADER_BIT_KHR** specifies the execution of the ray tracing shader stages.

• **VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR** specifies the execution of acceleration structure commands or acceleration structure copy commands.
• **VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR** specifies the execution of acceleration structure copy commands.

• **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 TRANSFORM_FEEDBACK_BIT_EXT**
  - **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_TRANSFORM_FEEDBACK_BIT_EXT** specifies the stage of the pipeline where vertex attribute output values are written to the transform feedback buffers.

• **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_VIDEO_DECODE_BIT_KHR** specifies the execution of video decode operations.

• **VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR** specifies the execution of video encode operations.

• **VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT** specifies the execution of micromap commands.

• **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
// Provided by VK_VERSION_1_3
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
} 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
  - vkCmdBlitImage2 and vkCmdBlitImage
  - vkCmdResolveImage2 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_ACCELERATION_STRUCTURE_BUILD_BIT_KHR** specifies the execution of vkCmdBuildAccelerationStructuresKHR, vkCmdBuildAccelerationStructuresIndirectKHR, vkCmdCopyAccelerationStructureKHR, vkCmdCopyAccelerationStructureToMemoryKHR, vkCmdCopyMemoryToAccelerationStructureKHR, and vkCmdWriteAccelerationStructuresPropertiesKHR.

• **VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR** specifies the execution of the ray tracing shader stages, via vkCmdTraceRaysKHR, or vkCmdTraceRaysIndirectKHR

• **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_TRANSFORM_FEEDBACK_BIT_EXT
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_TRANSFORM_FEEDBACK_BIT_EXT** specifies the stage of the pipeline where vertex attribute output values are written to the transform feedback buffers.
- **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 3. 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_TOP_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>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_VIDEO_DECODE_BIT_KHR</td>
<td>VK_QUEUE_VIDEO_DECODE_BIT_KHR</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:

<table>
<thead>
<tr>
<th>Pipeline stage flag</th>
<th>Required queue capability flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT</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_BUILD_BIT_KHR</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_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_TRANSFER_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
</tbody>
</table>
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

For acceleration structure build operations, only one pipeline stage occurs, so no order is guaranteed:

- VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

For acceleration structure copy operations, only one pipeline stage occurs, so no order is guaranteed:

- VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR

For opacity micromap build operations, only one pipeline stage occurs, so no order is guaranteed:

- VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT

For the ray tracing pipeline, the following stages occur in this order:

- VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT
- VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR
For the video decode pipeline, the following stages occur in this order:

- `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR`

For the video encode pipeline, the following stages occur in this order:

- `VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR`

### 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
// Provided by VK_VERSION_1_3
// 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;
```
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;
// Provided by VK_KHR_video_decode_queue
static const VkAccessFlagBits2 VK_ACCESS_2_VIDEO DECODE_READ_BIT_KHR = 0x800000000ULL;
// Provided by VK_KHR_video_decode_queue
static const VkAccessFlagBits2 VK_ACCESS_2_VIDEO DECODE_WRITE_BIT_KHR = 0x100000000ULL;
// Provided by VK_KHR_video_encode_queue
static const VkAccessFlagBits2 VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR = 0x200000000ULL;
// Provided by VK_KHR_video_encode_queue
static const VkAccessFlagBits2 VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR = 0x400000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_transform_feedback
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFORM FEEDBACK_WRITE_BIT_EXT = 0x02000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_transform_feedback
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFORM FEEDBACK COUNTER_READ_BIT_EXT = 0x04000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_transform_feedback
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFORM FEEDBACK COUNTER WRITE_BIT_EXT = 0x08000000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_conditional_rendering
static const VkAccessFlagBits2 VK_ACCESS_2_CONDITIONAL_RENDERING_READ_BIT_EXT = 0x00100000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_device_generated_commands
static const VkAccessFlagBits2 VK_ACCESS_2_COMMAND_PREPROCESS_READ_BIT_NV = 0x00020000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_device_generated_commands
static const VkAccessFlagBits2 VK_ACCESS_2_COMMAND_PREPROCESS_WRITE_BIT_NV = 0x00040000ULL;
// Provided by VK_KHR_fragment_shading_rate with VK_KHR_synchronization2
static const VkAccessFlagBits2 VK_ACCESS_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR = 0x00800000ULL;
// Provided by VK_KHR_synchronization2 with VK_KHR_synchronization2
static const VkAccessFlagBits2 VK_ACCESS_2_FRAGMENT_SHADING_RATE_IMAGE_READ_BIT_NV = 0x00800000ULL;
// Provided by VK_KHR_acceleration_structure with VK_KHR_synchronization2
static const VkAccessFlagBits2 VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR = 0x00200000ULL;
// Provided by VK_KHR_acceleration_structure with VK_KHR_synchronization2
static const VkAccessFlagBits2 VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR = 0x00400000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_ray_tracing
static const VkAccessFlagBits2 VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_NV = 0x00200000ULL;
// Provided by VK_KHR_synchronization2 with VK_NV_ray_tracing
static const VkAccessFlagBits2 VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_NV = 0x00400000ULL;
// Provided by VK_KHR_synchronization2 with VK_EXT_fragment_density_map
static const VkAccessFlagBits2 VK_ACCESS_2_FRAGMENT_DENSITY_MAP_READ_BIT_EXT = 0x01000000ULL;
// Provided by VK_KHR_synchronization2 with VK_KHR_synchronization2
static const VkAccessFlagBits2 VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT = 0x00080000ULL;
// Provided by VK_KHR_synchronization2 with VK_KHR_synchronization2 or VK_VERSION_1_3 and VK_KHR_synchronization2
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR = 0x10000000000ULL;
// 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 build, trace, 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 `vkCmdBindIndexBuffer2KHR` and `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_BINDING_TABLE_READ_BIT_KHR** specifies read access to a shader binding table 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**

• **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, logic operations or certain render pass load operations in the **VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT** pipeline stage or via fragment shader tile image reads in the **VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_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 in the **VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT** or **VK_PIPELINE_STAGE_2.LATE_FRAGMENT_TESTS_BIT** pipeline stages or via fragment shader tile image reads in the **VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT** pipeline stage.

• **VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT** specifies write access to a depth/stencil attachment.
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_TRANSFORM_FEEDBACK_WRITE_BIT_EXT** specifies write access to a transform feedback buffer made when transform feedback is active. Such access occurs in the `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT` pipeline stage.

- **VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT** specifies read access to a transform feedback counter buffer which is read when `vkCmdBeginTransformFeedbackEXT` executes. Such access occurs in the `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT` pipeline stage.

- **VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT** specifies write access to a transform feedback counter buffer which is written when `vkCmdEndTransformFeedbackEXT` executes. Such access occurs in the `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT` pipeline stage.

- **VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR** specifies read access to an acceleration structure as part of a trace, build, or copy command, or to an acceleration structure scratch buffer as part of a build command. Such access occurs in the `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR` or `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage.

- **VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR** specifies write access to an acceleration structure or acceleration structure scratch buffer as part of a build or copy command. Such access occurs in the `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` 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.

- **VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR** specifies read access to an image or buffer resource in a video decode operation. Such access occurs in the `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR` pipeline stage.

- **VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR** specifies write access to an image or buffer resource in a video decode operation. Such access occurs in the `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR` pipeline stage.

- **VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR** specifies read access to an image or buffer resource in a video encode operation. Such access occurs in the `VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR` pipeline stage.

- **VK_ACCESS_2_VIDEO_ENCODER_WRITE_BIT_KHR** specifies write access to an image or buffer resource in a video encode operation. Such access occurs in the `VK_PIPELINE_STAGE_2_VIDEO_ENCODER_BIT_KHR` pipeline stage.
video encode operation. Such access occurs in the \texttt{VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR} pipeline stage.

- \texttt{VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR} specifies write access to an image or buffer resource in a video encode operation. Such access occurs in the \texttt{VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR} pipeline stage.

- \texttt{VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT} specifies write access to a micromap object. Such access occurs in the \texttt{VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT} pipeline stage.

- \texttt{VK_ACCESS_2_MICROMAP_READ_BIT_EXT} specifies read access to a micromap object. Such access occurs in the \texttt{VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT} and \texttt{VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR} pipeline stages.

\begin{itemize}
\item[\textbullet] \texttt{VK_ACCESS_2_MEMORY_READ_BIT} or \texttt{VK_ACCESS_2_MEMORY_WRITE_BIT} can be used. This is particularly useful when specifying stages that only have a single access type.
\end{itemize}

\begin{itemize}
\item[\textbullet] \texttt{VkAccessFlags2} bitmask goes beyond the 31 individual bit flags allowable within a C99 enum, which is how \texttt{VkAccessFlagBits} is defined. The first 31 values are common to both, and are interchangeable.
\end{itemize}

\texttt{VkAccessFlags2} is a bitmask type for setting a mask of zero or more \texttt{VkAccessFlagBits}:

\begin{verbatim}
// Provided by VK_VERSION_1_3
typedef VkFlags64 VkAccessFlags2;
\end{verbatim}

or the equivalent

\begin{verbatim}
// Provided by VK_KHR_synchronization2
typedef VkAccessFlags2 VkAccessFlags2KHR;
\end{verbatim}

Bits which \textbf{can} be set in the \texttt{srcAccessMask} and \texttt{dstAccessMask} members of \texttt{VkSubpassDependency}, \texttt{VkSubpassDependency2}, \texttt{VkMemoryBarrier}, \texttt{VkBufferMemoryBarrier}, and \texttt{VkImageMemoryBarrier}, specifying access behavior, are:

\begin{verbatim}
// Provided by VK_VERSION_1_3
typedef VkFlags64 VkAccessFlags2;
\end{verbatim}
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,
    // Provided by VK_VERSION_1_3
    VK_ACCESS_NONE = 0,
    // Provided by VK_EXT_transform_feedback
    VK_ACCESS_TRANSFORM_FEEDBACK_WRITE_BIT_EXT = 0x02000000,
    // Provided by VK_EXT_transform_feedback
    VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT = 0x04000000,
    // Provided by VK_EXT_transform_feedback
    VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT = 0x08000000,
    // Provided by VK_KHR_acceleration_structure
    VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR = 0x00200000,
    // Provided by VK_KHR_acceleration_structure
    VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR = 0x00400000,
    // 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 build, trace, 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 `vkCmdBindIndexBuffer2KHR` and `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, shader binding table, 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, logic operations or certain render pass load operations in the **VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT** pipeline stage or via fragment shader tile image reads in the **VK_PIPELINE_STAGE_FRAGMENT_SHADER_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 in the **VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT** or **VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT** pipeline stages or via fragment shader tile image reads in the **VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT** pipeline stage.

• **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 and store 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_TRANSFORM_FEEDBACK_WRITE_BIT_EXT** specifies write access to a transform feedback buffer made when transform feedback is active. Such access occurs in the **VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT** pipeline stage.

• **VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT** specifies read access to a transform feedback counter buffer which is read when `vkCmdBeginTransformFeedbackEXT` executes. Such access occurs in the **VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT** pipeline stage.

• **VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT** specifies write access to a transform feedback counter buffer which is written when `vkCmdEndTransformFeedbackEXT` executes. Such access occurs in the **VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT** pipeline stage.

• **VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR** specifies read access to an acceleration structure as part of a trace, build, or copy command, or to an acceleration structure scratch buffer as part of a build command. Such access occurs in the **VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR** pipeline stage or **VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR** pipeline stage.

• **VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR** specifies write access to an acceleration structure or acceleration structure scratch buffer as part of a build or copy command. Such access occurs in the **VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR** 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 4. 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, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR</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>Access flag</td>
<td>Supported pipeline stages</td>
</tr>
<tr>
<td>---------------------------------------------------</td>
<td>------------------------------------------------------------------------------------------</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, VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR, VK_ACCESS_2_SHADER_READ_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_COMPUTE_SHADER_BIT, VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR,</td>
</tr>
<tr>
<td>Access flag</td>
<td>Supported pipeline stages</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-------------------------------------------------------------------------------------------</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,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_BLIT_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</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,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_BLIT_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_CLEAR_BIT, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</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_SHADER_SAMPLED_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,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR,</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,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR,</td>
</tr>
<tr>
<td>Access flag</td>
<td>Supported pipeline stages</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_MESH_SHADER_BIT_KHR, 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, VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR, VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR, VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR, VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT, VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT, VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</td>
</tr>
<tr>
<td>VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT</td>
<td>VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT</td>
</tr>
<tr>
<td>VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT</td>
<td>VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT</td>
</tr>
<tr>
<td>VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT</td>
<td>VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT</td>
</tr>
<tr>
<td>VK_ACCESS_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR</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, VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</td>
</tr>
<tr>
<td>VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_MICROMAP_READ_BIT_EXT</td>
<td>VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</td>
</tr>
<tr>
<td>VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT</td>
<td>VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT</td>
</tr>
</tbody>
</table>

// 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 vkQueueSubmit2 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 `vkQueueSubmit2`, 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 `vkQueueSubmit2` 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 `vkQueueSubmit2`, from lowest index to highest.

3. The fence signal operation defined by the `fence` parameter of a `vkQueueSubmit` or `vkQueueSubmit2` or `vkQueueBindSparse` command is ordered after all semaphore signal operations defined by that command.

Semaphore signal operations defined by a single `VkSubmitInfo` or `VkSubmitInfo2` or `VkBindSparseInfo` 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 unsignal. 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:
To create a fence, call:

```c
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.

### 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-parameter
  - If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
- 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:
// 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 **VkExportFenceWin32HandleInfoKHR**

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

- **VUID-VkFenceCreateInfo-flags-parameter**
  **flags** must be a valid combination of **VkFenceCreateFlagBits** values

// Provided by VK_VERSION_1_0
typedef enum VkFenceCreateFlagBits {
    VK_FENCE_CREATE_SIGNALED_BIT = 0x00000001,
} VkFenceCreateFlagBits;

• **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;

**VkFenceCreateFlags** is a bitmask type for setting a mask of zero or more **VkFenceCreateFlagBits**.

To create a fence whose payload can be exported to external handles, add a **VkExportFenceCreateInfo** structure to the **pNext** chain of the **VkFenceCreateInfo** structure. The **VkExportFenceCreateInfo** structure is defined as:
// Provided by VK_VERSION_1_1
typedef struct VkExportFenceCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalFenceHandleTypeFlags handleTypes;
} VkExportFenceCreateInfo;

or the equivalent

// Provided by VK_KHR_external_fence
typedef VkExportFenceCreateInfo VkExportFenceCreateInfoKHR;

• 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 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.

Valid Usage

• VUID-VkExportFenceCreateInfo-handleTypes-01446
  The bits in handleTypes must be supported and compatible, as reported by VkExternalFenceProperties

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 specify additional attributes of NT handles exported from a fence, add a VkExportFenceWin32HandleInfoKHR structure to the pNext chain of the VkFenceCreateInfo structure. The VkExportFenceWin32HandleInfoKHR structure is defined as:

251
typedef struct VkExportFenceWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const SECURITY_ATTRIBUTES* pAttributes;
    DWORD dwAccess;
    LPCWSTR name;
} VkExportFenceWin32HandleInfoKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pAttributes** is a pointer to a Windows SECURITY_ATTRIBUTES structure specifying security attributes of the handle.
- **dwAccess** is a DWORD specifying access rights of the handle.
- **name** is a null-terminated UTF-16 string to associate with the underlying synchronization primitive referenced by NT handles exported from the created fence.

If VkExportFenceCreateInfo is not included in the same pNext chain, this structure is ignored.

If VkExportFenceCreateInfo is included in the pNext chain of VkFenceCreateInfo with a Windows handleType, but either VkExportFenceWin32HandleInfoKHR is not included in the pNext chain, or it is included but pAttributes is set to NULL, default security descriptor values will be used, and child processes created by the application will not inherit the handle, as described in the MSDN documentation for “Synchronization Object Security and Access Rights”. Further, if the structure is not present, the access rights will be

```
DXGI_SHARED_RESOURCE_READ | DXGI_SHARED_RESOURCE_WRITE
```

for handles of the following types:

```
VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_BIT
```

1

To export a Windows handle representing the state of a fence, call:

```c
// Provided by VK_KHR_external_fence_win32
VkResult vkGetFenceWin32HandleKHR(
    VkDevice device,
    const VkFenceGetWin32HandleInfoKHR* pGetWin32HandleInfo,
    HANDLE* pHandle);
```

- `device` is the logical device that created the fence being exported.
- `pGetWin32HandleInfo` is a pointer to a `VkFenceGetWin32HandleInfoKHR` structure containing parameters of the export operation.
- `pHandle` will return the Windows handle representing the fence state.

For handle types defined as NT handles, the handles returned by `vkGetFenceWin32HandleKHR` are owned by the application. To avoid leaking resources, the application must release ownership of them using the `CloseHandle` system call when they are no longer needed.

Exporting a Windows handle from a fence may have side effects depending on the transference of the specified handle type, as described in Importing Fence Payloads.

### Valid Usage (Implicit)

- `VkDevice` handle

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_TOO_MANY_OBJECTS`
The `VkFenceGetWin32HandleInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_external_fence_win32
typedef struct VkFenceGetWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkFence fence;
    VkExternalFenceHandleTypeFlagBits handleType;
} VkFenceGetWin32HandleInfoKHR;
```

- `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 handle 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-VkFenceGetWin32HandleInfoKHR-handleType-01448**
  `handleType` must have been included in `VkExportFenceCreateInfo::handleTypes` when the fence's current payload was created

- **VUID-VkFenceGetWin32HandleInfoKHR-handleType-01449**
  If `handleType` is defined as an NT handle, `vkGetFenceWin32HandleKHR` must be called no more than once for each valid unique combination of `fence` and `handleType`

- **VUID-VkFenceGetWin32HandleInfoKHR-fence-01450**
  `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`

- **VUID-VkFenceGetWin32HandleInfoKHR-handleType-01451**
  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

- **VUID-VkFenceGetWin32HandleInfoKHR-handleType-01452**
  `handleType` must be defined as an NT handle or a global share handle

**Valid Usage (Implicit)**

- **VUID-VkFenceGetWin32HandleInfoKHR-sType-sType**
The type `sType` must be `VK_STRUCTURE_TYPE_FENCE_GET_WIN32_HANDLE_INFO_KHR`.

- **VUID-VkFenceGetWin32HandleInfoKHR-pNext** `pNext` must be `NULL`.
- **VUID-VkFenceGetWin32HandleInfoKHR-fence-parameter** `fence` must be a valid `VkFence` handle.
- **VUID-VkFenceGetWin32HandleInfoKHR-handleType-parameter** `handleType` must be a valid `VkExternalFenceHandleTypeFlagBits` value.

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`.

**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

- VUID-VkFenceGetFdInfoKHR-handleType-01454
  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

- VUID-VkFenceGetFdInfoKHR-fence-01455
  fence must not currently have its payload replaced by an imported payload as described
Importing Fence Payloads unless that imported payload’s handle type was included in `VkExternalFenceProperties::exportFromImportedHandleTypes` for `handleType`

- VUID-VkFenceGetFdInfoKHR-handleType-01456
  `handleType` must be defined as a POSIX file descriptor handle

---

**Valid Usage (Implicit)**

- VUID-VkFenceGetFdInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_FENCE_GET_FD_INFO_KHR`

- VUID-VkFenceGetFdInfoKHR-pNext-pNext
  `pNext` must be `NULL`

- VUID-VkFenceGetFdInfoKHR-fence-parameter
  `fence` must be a valid `VkFence` handle

- VUID-VkFenceGetFdInfoKHR-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

- VUID-vkDestroyFence-fence-01121
  If `VkAllocationCallbacks` were provided when `fence` was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyFence-fence-01122
  If no `VkAllocationCallbacks` were provided when `fence` was created, `pAllocator` must be `NULL`
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-parameter**
  
  If pAllocator is not NULL, pAllocator **must** be a valid pointer to a valid VkAllocationCallbacks structure

- **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,
    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>
<thead>
<tr>
<th>Status</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_SUCCESS</td>
<td>The fence specified by fence is signaled.</td>
</tr>
<tr>
<td>VK_NOT_READY</td>
<td>The fence specified by fence is unsignaled.</td>
</tr>
<tr>
<td>VK_ERROR_DEVICE_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.
codes. If the device has been lost and `vkGetFenceStatus` is called repeatedly, it will eventually return either `VK_SUCCESS` or `VK_ERROR_DEVICE_LOST`.

### 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_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_DEVICE_LOST`

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 unsignal state.

If any member of `pFences` is already in the unsignal state when `vkResetFences` is executed, then
vkResetFences has no effect on that fence.

Valid Usage

- VUID-vkResetFences-pFences-01123
  Each element of \texttt{pFences must} not be currently associated with any queue command that has not yet completed execution on that queue

Valid Usage (Implicit)

- VUID-vkResetFences-device-parameter
  \texttt{device must} be a valid \texttt{VkDevice} handle
- VUID-vkResetFences-pFences-parameter
  \texttt{pFences must} be a valid pointer to an array of \texttt{fenceCount valid VkFence handles}
- VUID-vkResetFences-fenceCount-arraylength
  \texttt{fenceCount must} be greater than 0
- VUID-vkResetFences-pFences-parent
  Each element of \texttt{pFences must} have been created, allocated, or retrieved from \texttt{device}

Host Synchronization

- Host access to each member of \texttt{pFences must} be externally synchronized

Return Codes

**Success**

- VK_SUCCESS

**Failure**

- VK_ERROR_OUT_OF_DEVICE_MEMORY

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 \texttt{vkQueueSubmit} or \texttt{vkQueueSubmit2} additionally include in the first synchronization scope all commands that occur earlier in submission order. Fence signal operations that are defined by \texttt{vkQueueSubmit} or \texttt{vkQueueSubmit2} or \texttt{vkQueueBindSparse} 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, `vkWaitForFences` must return in finite time with either `VK_SUCCESS` or `VK_ERROR_DEVICE_LOST`.

**Note**

While we guarantee that `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 `vkWaitForFences` will not result in a permanently (or seemingly permanently) dead process.
Valid Usage (Implicit)

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

- VUID-vkWaitForFences-pFences-parameter
  
  pFences must be a valid pointer to an array of fenceCount valid VkFence handles

- VUID-vkWaitForFences-fenceCount-arraylength
  
  fenceCount must be greater than 0

- VUID-vkWaitForFences-pFences-parent
  
  Each element of pFences must have been created, allocated, or retrieved from device

Return Codes

Success

- VK_SUCCESS
- VK_TIMEOUT

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST

An execution dependency is defined by waiting for a fence to become signaled, either via vkWaitForFences or by polling on vkGetFenceStatus.

The first synchronization scope includes only the fence signal operation.

The second synchronization scope includes the host operations of vkWaitForFences or vkGetFenceStatus indicating that the fence has become signaled.

Note

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. 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.
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 tables `Handle Types Supported by VkImportFenceWin32HandleInfoKHR` and `Handle Types Supported by VkImportFenceFdInfoKHR` define 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.
• 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 Windows handle, call:

```c
// Provided by VK_KHR_external_fence_win32
VkResult vkImportFenceWin32HandleKHR(
   VkDevice device,
    const VkImportFenceWin32HandleInfoKHR* pImportFenceWin32HandleInfo);
```

- `device` is the logical device that created the fence.
- `pImportFenceWin32HandleInfo` is a pointer to a `VkImportFenceWin32HandleInfoKHR` structure specifying the fence and import parameters.

Importing a fence payload from Windows handles does not transfer ownership of the handle to the Vulkan implementation. For handle types defined as NT handles, the application must release ownership using the `CloseHandle` system call when the handle is no longer needed.

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.

### Valid Usage

- VUID-vkImportFenceWin32HandleKHR-fence-04448
  
  fence must not be associated with any queue command that has not yet completed execution on that queue

### Valid Usage (Implicit)

- VUID-vkImportFenceWin32HandleKHR-device-parameter
  
  device must be a valid VkDevice handle

- VUID-vkImportFenceWin32HandleKHR-pImportFenceWin32HandleInfo-parameter
  
  pImportFenceWin32HandleInfo must be a valid pointer to a valid VkImportFenceWin32HandleInfoKHR structure

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_INVALID_EXTERNAL_HANDLE`

The `VkImportFenceWin32HandleInfoKHR` structure is defined as:
// Provided by VK_KHR_external_fence_win32
typedef struct VkImportFenceWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkFence fence;
    VkFenceImportFlags flags;
    VkExternalFenceHandleTypeFlagBits handleType;
    HANDLE handle;
    LPCWSTR name;
} VkImportFenceWin32HandleInfoKHR;

- 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.
- flags is a bitmask of VkFenceImportFlagBits specifying additional parameters for the fence payload import operation.
- handleType is a VkExternalFenceHandleTypeFlagBits value specifying the type of handle.
- handle is NULL or the external handle to import.
- name is NULL or a null-terminated UTF-16 string naming the underlying synchronization primitive to import.

The handle types supported by handleType are:

<table>
<thead>
<tr>
<th>Handle Type</th>
<th>Transference</th>
<th>Permanence Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXTERNAL_FENCEHANDLE_TYPE_OPAQUE_WIN32_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCEHANDLE_TYPE_OPAQUE_WIN32_KMT_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
</tbody>
</table>

Valid Usage

- VUID-VkImportFenceWin32HandleInfoKHR-handleType-01457
  handleType must be a value included in the Handle Types Supported by VkImportFenceWin32HandleInfoKHR table

- VUID-VkImportFenceWin32HandleInfoKHR-handleType-01459
  If handleType is not VK_EXTERNAL_FENCEHANDLE_TYPE_OPAQUE_WIN32_BIT, name must be NULL

- VUID-VkImportFenceWin32HandleInfoKHR-handleType-01460
  If handle is NULL, name must name a valid synchronization primitive of the type specified by handleType

- VUID-VkImportFenceWin32HandleInfoKHR-handleType-01461
  If name is NULL, handle must be a valid handle of the type specified by handleType
Valid Usage (Implicit)

- **VUID-VkImportFenceWin32HandleInfoKHR-handle-01462**
  If `handle` is not `NULL`, `name` must be `NULL`

- **VUID-VkImportFenceWin32HandleInfoKHR-handle-01539**
  If `handle` is not `NULL`, it must obey any requirements listed for `handleType` in external fence handle types compatibility

- **VUID-VkImportFenceWin32HandleInfoKHR-name-01540**
  If `name` is not `NULL`, it must obey any requirements listed for `handleType` in external fence handle types compatibility

Host Synchronization

- Host access to `fence` must be externally synchronized

To import a fence payload from a POSIX file descriptor, call:

```c
// 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.
**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:

```c
// 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>
<thead>
<tr>
<th>Handle Type</th>
<th>Transference</th>
<th>Permanence Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_FD_BIT</code></td>
<td>Reference</td>
<td>Temporary, Permanent</td>
</tr>
<tr>
<td><code>VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT</code></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.

**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_FENCE_HANDLE_TYPE_SYNC_FD_BIT` from a `VkFence` which is signaled.

**Valid Usage (Implicit)**

- VUID-VkImportFenceFdInfoKHR-sType-sType
  - `sType` **must** be `VK_STRUCTURE_TYPE_IMPORT_FENCE_FD_INFO_KHR`

- VUID-VkImportFenceFdInfoKHR-pNext-pNext
  - `pNext` **must** be `NULL`

- VUID-VkImportFenceFdInfoKHR-fence-parameter
  - `fence` **must** be a valid `VkFence` handle

- VUID-VkImportFenceFdInfoKHR-flags-parameter
  - `flags` **must** be a valid combination of `VkFenceImportFlagBits` values
Host Synchronization

- Host access to fence must be externally synchronized

Bits which can be set in

- VkImportFenceWin32HandleInfoKHR::flags
- 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;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence
typedef VkFenceImportFlagBits VkFenceImportFlagBitsKHR;
```

- **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;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence
typedef VkFenceImportFlags VkFenceImportFlagsKHR;
```

`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:

```c
// Provided by VK_VERSION_1_0
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.

### 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-parameter**
  - If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
• **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
• VK_ERROR_OUT_OF_DEVICE_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 (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, VkExportSemaphoreWin32HandleInfoKHR, 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

---

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

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

272
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;
```

or the equivalent

```c
// Provided by VK_KHR_timeline_semaphore
typedef VkSemaphoreTypeCreateInfo VkSemaphoreTypeCreateInfoKHR;
```

- `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`.

### 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

### Valid Usage (Implicit)

- **VUID-VkSemaphoreTypeCreateInfo-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO`

- **VUID-VkSemaphoreTypeCreateInfo-semaphoreType-parameter**
  `semaphoreType` must be a valid `VkSemaphoreType` value

Possible values of `VkSemaphoreTypeCreateInfo::semaphoreType`, specifying the type of a semaphore, are:
// Provided by VK_VERSION_1_2
typedef enum VkSemaphoreType {
    VK_SEMAPHORE_TYPE_BINARY = 0,
    VK_SEMAPHORE_TYPE_TIMELINE = 1,
    // Provided by VK_KHR_timeline_semaphore
    VK_SEMAPHORE_TYPE_BINARY_KHR = VK_SEMAPHORE_TYPE_BINARY,
    // Provided by VK_KHR_timeline_semaphore
    VK_SEMAPHORE_TYPE_TIMELINE_KHR = VK_SEMAPHORE_TYPE_TIMELINE,
} VkSemaphoreType;

or the equivalent

// Provided by VK_KHR_timeline_semaphore
typedef VkSemaphoreType VkSemaphoreTypeKHR;

• 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:

// Provided by VK_VERSION_1_1
typedef struct VkExportSemaphoreCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalSemaphoreHandleTypeFlags handleTypes;
} VkExportSemaphoreCreateInfo;

or the equivalent

// Provided by VK_KHR_external_semaphore
typedef VkExportSemaphoreCreateInfo VkExportSemaphoreCreateInfoKHR;

• 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-VkExportSemaphoreCreateInfo-handleTypes-01124
  The bits in handleTypes must be supported and compatible, as reported by VkExternalSemaphoreProperties

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 specify additional attributes of NT handles exported from a semaphore, add a VkExportSemaphoreWin32HandleInfoKHR structure to the pNext chain of the VkSemaphoreCreateInfo structure. The VkExportSemaphoreWin32HandleInfoKHR structure is defined as:

```c
// Provided by VK_KHR_external_semaphore_win32
typedef struct VkExportSemaphoreWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const SECURITY_ATTRIBUTES* pAttributes;
    DWORD dwAccess;
    LPCWSTR name;
} VkExportSemaphoreWin32HandleInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- pAttributes is a pointer to a Windows SECURITY_ATTRIBUTES structure specifying security attributes of the handle.
- dwAccess is a DWORD specifying access rights of the handle.
- name is a null-terminated UTF-16 string to associate with the underlying synchronization primitive referenced by NT handles exported from the created semaphore.

If VkExportSemaphoreCreateInfo is not included in the same pNext chain, this structure is ignored.

If VkExportSemaphoreCreateInfo is included in the pNext chain of VkSemaphoreCreateInfo with a Windows handleType, but either VkExportSemaphoreWin32HandleInfoKHR is not included in the pNext chain, or it is included but pAttributes is set to NULL, default security descriptor values will be used, and child processes created by the application will not inherit the handle, as described in the MSDN documentation for “Synchronization Object Security and Access Rights”. Further, if the structure is not present, the access rights used depend on the handle type.
For handles of the following types:

\texttt{VK\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_OPAQUE\_WIN32\_BIT}

The implementation **must** ensure the access rights allow both signal and wait operations on the semaphore.

For handles of the following types:

\texttt{VK\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_D3D12\_FENCE\_BIT}

The access rights **must** be:

\texttt{GENERIC\_ALL}

1


---

**Valid Usage**

- \texttt{VUID-VkExportSemaphoreWin32HandleInfoKHR-handleTypes-01125}
  
  If \texttt{VkExportSemaphoreCreateInfo::handleTypes} does not include \texttt{VK\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_OPAQUE\_WIN32\_BIT} or \texttt{VK\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_D3D12\_FENCE\_BIT}, \texttt{VkExportSemaphoreWin32HandleInfoKHR} must not be included in the \texttt{pNext} chain of \texttt{VkSemaphoreCreateInfo}

**Valid Usage (Implicit)**

- \texttt{VUID-VkExportSemaphoreWin32HandleInfoKHR-sType-sType}
  
  \texttt{sType} must be \texttt{VK\_STRUCTURE\_TYPE\_EXPORT\_SEMAPHORE\_WIN32\_HANDLE\_INFO\_KHR}

- \texttt{VUID-VkExportSemaphoreWin32HandleInfoKHR-pAttributes-parameter}
  
  If \texttt{pAttributes} is not \texttt{NULL}, \texttt{pAttributes} must be a valid pointer to a valid \texttt{SECURITY\_ATTRIBUTES} value

---

To export a Windows handle representing the payload of a semaphore, call:

```c
// Provided by VK_KHR_external_semaphore_win32
VkResult vkGetSemaphoreWin32HandleKHR(
    VkDevice device, 
    const VkSemaphoreGetWin32HandleInfoKHR* pGetWin32HandleInfo, 
    HANDLE* pHandle);
```

- \texttt{device} is the logical device that created the semaphore being exported.

- \texttt{pGetWin32HandleInfo} is a pointer to a \texttt{VkSemaphoreGetWin32HandleInfoKHR} structure containing parameters of the export operation.
• `pHandle` will return the Windows handle representing the semaphore state.

For handle types defined as NT handles, the handles returned by `vkGetSemaphoreWin32HandleKHR` are owned by the application. To avoid leaking resources, the application must release ownership of them using the `CloseHandle` system call when they are no longer needed.

Exporting a Windows handle from a semaphore may have side effects depending on the transference of the specified handle type, as described in Importing Semaphore Payloads.

### Valid Usage (Implicit)

- VUID-vkGetSemaphoreWin32HandleKHR-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkGetSemaphoreWin32HandleKHR-pGetWin32HandleInfo-parameter
  `pGetWin32HandleInfo` must be a valid pointer to a valid `VkSemaphoreGetWin32HandleInfoKHR` structure
- VUID-vkGetSemaphoreWin32HandleKHR-pHandle-parameter
  `pHandle` must be a valid pointer to a `HANDLE` value

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_TOO_MANY_OBJECTS`
- `VK_ERROR_OUT_OF_HOST_MEMORY`

The `VkSemaphoreGetWin32HandleInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_external_semaphore_win32
typedef struct VkSemaphoreGetWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
} VkSemaphoreGetWin32HandleInfoKHR;
```

- `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 a `VkExternalSemaphoreHandleTypeFlagBits` value specifying the type of handle requested.
The properties of the handle returned depend on the value of `handleType`. See `VkExternalSemaphoreHandleTypeFlagBits` for a description of the properties of the defined external semaphore handle types.

### Valid Usage

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-handleType-01126**
  
  `handleType must` have been included in `VkExportSemaphoreCreateInfo::handleTypes` when the semaphore’s current payload was created.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-handleType-01127**
  
  If `handleType` is defined as an NT handle, `vkGetSemaphoreWin32HandleKHR` **must** be called no more than once for each valid unique combination of `semaphore` and `handleType`.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-semaphore-01128**
  
  `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`.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-handleType-01129**
  
  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`.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-handleType-01130**
  
  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.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-handleType-01131**
  
  `handleType must` be defined as an NT handle or a global share handle.

### Valid Usage (Implicit)

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-sType-sType**
  
  `sType must` be `VK_STRUCTURE_TYPE_SEMAPHORE_GET_WIN32_HANDLE_INFO_KHR`.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-pNext-pNext**
  
  `pNext must` be `NULL`.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-semaphore-parameter**
  
  `semaphore must` be a valid `VkSemaphore` handle.

- **VUID-VkSemaphoreGetWin32HandleInfoKHR-handleType-parameter**
  
  `handleType must` be a valid `VkExternalSemaphoreHandleTypeFlagBits` value.

To export a POSIX file descriptor representing the payload of a semaphore, call:
Provided by VK_KHR_external_semaphore_fd

```c
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.

### Valid Usage (Implicit)

- VUID-vkGetSemaphoreFdKHR-device-parameter  
  `device` must be a valid `VkDevice` handle
- VUID-vkGetSemaphoreFdKHR-pGetFdInfo-parameter  
  `pGetFdInfo` must be a valid pointer to a valid `VkSemaphoreGetFdInfoKHR` structure
- VUID-vkGetSemaphoreFdKHR-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 `VkSemaphoreGetFdInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_external_semaphore_fd
typedef struct VkSemaphoreGetFdInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
} VkSemaphoreGetFdInfoKHR;
```

- `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 a `VkExternalSemaphoreHandleTypeFlagBits` value specifying the type of handle requested.

The properties of the file descriptor returned depend on the value of `handleType`. See `VkExternalSemaphoreHandleTypeFlagBits` for a description of the properties of the defined external semaphore handle types.

### Valid Usage

- **VUID-VkSemaphoreGetFdInfoKHR-handleType-01132**
  
  `handleType` must have been included in `VkExportSemaphoreCreateInfo::handleTypes` when `semaphore`'s current payload was created

- **VUID-VkSemaphoreGetFdInfoKHR-semaphore-01133**
  
  `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`

- **VUID-VkSemaphoreGetFdInfoKHR-handleType-01134**
  
  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`

- **VUID-VkSemaphoreGetFdInfoKHR-handleType-01135**
  
  If `handleType` refers to a handle type with copy payload transference semantics, `semaphore` must be signalled, or have an associated `Semaphore signal operation` pending execution

- **VUID-VkSemaphoreGetFdInfoKHR-handleType-01136**
  
  `handleType` must be defined as a POSIX file descriptor handle

- **VUID-VkSemaphoreGetFdInfoKHR-handleType-03253**
  
  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`

- **VUID-VkSemaphoreGetFdInfoKHR-handleType-03254**
  
  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)

- VUID-VkSemaphoreGetFdInfoKHR-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_SEMAPHORE_GET_FD_INFO_KHR

- VUID-VkSemaphoreGetFdInfoKHR-pNext-pNext
  
  pNext must be NULL

- VUID-VkSemaphoreGetFdInfoKHR-semaphore-parameter
  
  semaphore must be a valid VkSemaphore handle

- VUID-VkSemaphoreGetFdInfoKHR-handleType-parameter
  
  handleType must be a valid VkExternalSemaphoreHandleTypeFlagBits value

To destroy a semaphore, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroySemaphore(
    VkDevice device,
    VkSemaphore semaphore,
    const VkAllocationCallbacks* pAllocator);
```

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

Valid Usage

- VUID-vkDestroySemaphore-semaphore-05149
  
  All submitted batches that refer to semaphore must have completed execution

- VUID-vkDestroySemaphore-semaphore-01138
  
  If VkAllocationCallbacks were provided when semaphore was created, a compatible set of callbacks must be provided here

- VUID-vkDestroySemaphore-semaphore-01139
  
  If no VkAllocationCallbacks were provided when semaphore was created, pAllocator must be NULL

Valid Usage (Implicit)

- VUID-vkDestroySemaphore-device-parameter
  
  device must be a valid VkDevice handle
7.4.1. 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 vkQueueSubmit2, the first synchronization scope is limited to the pipeline stage specified by VkSemaphoreSubmitInfo::stageMask. Semaphore signal operations that are defined by vkQueueSubmit or vkQueueSubmit2 additionally include all commands that occur earlier in submission order. Semaphore signal operations that are defined by vkQueueSubmit or vkQueueSubmit2 or vkQueueBindSparse 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.

7.4.2. 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 vkQueueSubmit2, the second synchronization scope is limited to the pipeline stage specified by VkSemaphoreSubmitInfo::stageMask. Also, in the case of either vkQueueSubmit2 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 prerasterization 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
• \( \text{dstStageMask} = \text{VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT} \)
• \( \text{dstAccessMask} = \text{VK_ACCESS_COLOR_ATTACHMENT_READ_BIT} \) | \( \text{VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT} \).
• \( \text{oldLayout} = \text{VK_IMAGE_LAYOUT_PRESENT_SRC_KHR} \)
• \( \text{newLayout} = \text{VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL} \)

Alternatively, \( \text{oldLayout} \) can be \( \text{VK_IMAGE_LAYOUT_UNDEFINED} \), 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 \( \text{VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT} \) stage, and there is a dependency from that same stage to itself with the layout transition performed in between.

7.4.3. 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.

7.4.4. 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:
• **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.

---

**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);
```

or the equivalent command

```c
// Provided by VK_KHR_timeline_semaphore
VkResult vkWaitSemaphoresKHR(
    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`.

### 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;
```

or the equivalent

```c
// Provided by VK_KHR_timeline_semaphore
typedef VkSemaphoreWaitInfo VkSemaphoreWaitInfoKHR;
```

- `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`

**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;
```

or the equivalent

```c
// Provided by VK_KHR_timeline_semaphore
typedef VkSemaphoreWaitFlagBits VkSemaphoreWaitFlagBitsKHR;
```

- `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 `VkSemaphoreWaitInfo::pValues`. If `VK_SEMAPHORE_WAIT_ANY_BIT` is not set, the semaphore wait condition is that all of the semaphores in `VkSemaphoreWaitInfo::pSemaphores` have reached the value specified by the corresponding element of `VkSemaphoreWaitInfo::pValues`.

```c
// Provided by VK_VERSION_1_2
typedef VkFlags VkSemaphoreWaitFlags;
```

or the equivalent

```c
// Provided by VK_KHR_timeline_semaphore
typedef VkSemaphoreWaitFlags VkSemaphoreWaitFlagsKHR;
```

`VkSemaphoreWaitFlags` is a bitmask type for setting a mask of zero or more `VkSemaphoreWaitFlagBits`.

To signal a semaphore created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE` with a particular counter value, on the host, call:

```c
// Provided by VK_VERSION_1_2
VkResult vkSignalSemaphore(
    VkDevice device,
    const VkSemaphoreSignalInfo* pSignalInfo);
```

or the equivalent command

```c
// Provided by VK_KHR_timeline_semaphore
VkResult vkSignalSemaphoreKHR(
    VkDevice device,
    const VkSemaphoreSignalInfo* pSignalInfo);
```

- `device` is the logical device that owns the semaphore.
- `pSignalInfo` is a pointer to a `VkSemaphoreSignalInfo` structure containing information about the signal operation.

When `vkSignalSemaphore` is executed on the host, it defines and immediately executes a `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 `vkSignalSemaphore` on the host and anything that happened-before it.

The second synchronization scope is empty.
Valid Usage (Implicit)

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

- VUID-vkSignalSemaphore-pSignalInfo-parameter
pSignalInfo must be a valid pointer to a valid VkSemaphoreSignalInfo structure

Return Codes

**Success**
- 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;
```

or the equivalent

```c
// Provided by VK_KHR_timeline_semaphore
typedef VkSemaphoreSignalInfo VkSemaphoreSignalInfoKHR;
```

- 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

290
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

### Valid Usage (Implicit)

- VUID-VkSemaphoreSignalInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO

- VUID-VkSemaphoreSignalInfo-pNext-pNext
  pNext must be NULL

- VUID-VkSemaphoreSignalInfo-semaphore-parameter
  semaphore must be a valid VkSemaphore handle

#### 7.4.5. 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** `VkImportSemaphoreWin32HandleInfoKHR`
- **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 \texttt{vkAcquireNextImageKHR} is equivalent to temporarily importing a semaphore payload to that semaphore.

\begin{quote}
\textit{Note}

Because the exportable handle types of an imported semaphore correspond to its current imported payload, and \texttt{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 \textbf{can} be exported from a semaphore in this state. Therefore, applications \textbf{must} not attempt to export external handles from semaphores using a temporarily imported payload from \texttt{vkAcquireNextImageKHR}.
\end{quote}

When importing a semaphore payload, it is the responsibility of the application to ensure the external handles meet all valid usage requirements. However, implementations \textbf{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 \textbf{must} fail the semaphore payload import operation with the error code \texttt{VK_ERROR_INVALID_EXTERNAL_HANDLE}.

In addition, when importing a semaphore payload that is not compatible with the payload type corresponding to the \texttt{VkSemaphoreType} the semaphore was created with, the implementation \textbf{may} fail the semaphore payload import operation with the error code \texttt{VK_ERROR_INVALID_EXTERNAL_HANDLE}.

\begin{quote}
\textit{Note}

As the introduction of the external semaphore handle type \texttt{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 \texttt{VkSemaphoreType} of \texttt{VK_SEMAPHORE_TYPE_BINARY} is preserved for backwards compatibility. However, applications \textbf{should} prefer importing such handle types into semaphores created with a \texttt{VkSemaphoreType} of \texttt{VK_SEMAPHORE_TYPE_TIMELINE}.
\end{quote}

To import a semaphore payload from a Windows handle, call:

\begin{verbatim}
// Provided by VK_KHR_external_semaphore_win32
VkResult vkImportSemaphoreWin32HandleKHR(
    VkDevice                     device,
    const VkImportSemaphoreWin32HandleInfoKHR* pImportSemaphoreWin32HandleInfo);
\end{verbatim}

- \texttt{device} is the logical device that created the semaphore.
- \texttt{pImportSemaphoreWin32HandleInfo} is a pointer to a \texttt{VkImportSemaphoreWin32HandleInfoKHR} structure specifying the semaphore and import parameters.

Importing a semaphore payload from Windows handles does not transfer ownership of the handle
to the Vulkan implementation. For handle types defined as NT handles, the application must release ownership using the `CloseHandle` system call when the handle is no longer needed.

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.

### Valid Usage (Implicit)

- VUID-vkImportSemaphoreWin32HandleKHR-device-parameter
  - `device` must be a valid `VkDevice` handle
- VUID-vkImportSemaphoreWin32HandleKHR-pImportSemaphoreWin32HandleInfo-parameter
  - `pImportSemaphoreWin32HandleInfo` must be a valid pointer to a valid `VkImportSemaphoreWin32HandleInfoKHR` structure

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_INVALID_EXTERNAL_HANDLE`

The `VkImportSemaphoreWin32HandleInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_external_semaphore_win32
typedef struct VkImportSemaphoreWin32HandleInfoKHR {
    VkStructureType           sType;
    const void*               pNext;
    VkSemaphore               semaphore;
    VkSemaphoreImportFlags    flags;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
    HANDLE                     handle;
    LPCWSTR                    name;
} VkImportSemaphoreWin32HandleInfoKHR;
```

- `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 `handle`. 
• handle is $NULL$ or the external handle to import.

• name is $NULL$ or a null-terminated UTF-16 string naming the underlying synchronization primitive to import.

The handle types supported by handleType are:

**Table 8. Handle Types Supported by VkImportSemaphoreWin32HandleInfoKHR**

<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_WIN32_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
</tbody>
</table>

**Valid Usage**

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-01140
  handleType must be a value included in the Handle Types Supported by VkImportSemaphoreWin32HandleInfoKHR table

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-01466
  If handleType is not VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT or VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT, name must be NULL

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-01467
  If handle is NULL, name must name a valid synchronization primitive of the type specified by handleType

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-01468
  If name is NULL, handle must be a valid handle of the type specified by handleType

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-01469
  If handle is not NULL, name must be NULL

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-01542
  If handle is not NULL, it must obey any requirements listed for handleType in external semaphore handle types compatibility

• VUID-VkImportSemaphoreWin32HandleInfoKHR-name-01543
  If name is not NULL, it must obey any requirements listed for handleType in external semaphore handle types compatibility

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-03261
  If handleType is VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT or VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT, the VkSemaphoreCreateInfo::flags field must match that of the semaphore from which handle or name was exported

• VUID-VkImportSemaphoreWin32HandleInfoKHR-handleType-03262
If `handleType` is `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT` or `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT`, the `VkSemaphoreTypeCreateInfo::semaphoreType` field must match that of the semaphore from which `handle` or `name` was exported.

- VUID-VkImportSemaphoreWin32HandleInfoKHR-flags-03322
  If `flags` contains `VK_SEMAPHORE_IMPORT_TEMPORARY_BIT`, the `VkSemaphoreTypeCreateInfo::semaphoreType` field of the semaphore from which `handle` or `name` was exported must not be `VK_SEMAPHORE_TYPE_TIMELINE`.

---

### Valid Usage (Implicit)

- VUID-VkImportSemaphoreWin32HandleInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_WIN32_HANDLE_INFO_KHR`.

- VUID-VkImportSemaphoreWin32HandleInfoKHR-pNext-pNext
  `pNext` must be `NULL`.

- VUID-VkImportSemaphoreWin32HandleInfoKHR-semaphore-parameter
  `semaphore` must be a valid `VkSemaphore` handle.

- VUID-VkImportSemaphoreWin32HandleInfoKHR-flags-parameter
  `flags` must be a valid combination of `VkSemaphoreImportFlagBits` values.

---

### Host Synchronization

- Host access to `semaphore` must be externally synchronized.

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.
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:

```c
// 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>
<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 `VkSemaphoreTypeCreateInfo::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 `VkSemaphoreTypeCreateInfo::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

Bits which can be set in

- VkImportSemaphoreWin32HandleInfoKHR::flags
- 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,

    // Provided by VK_KHR_external_semaphore
    VK_SEMAPHORE_IMPORT_TEMPORARY_BIT_KHR = VK_SEMAPHORE_IMPORT_TEMPORARY_BIT,
} VkSemaphoreImportFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_external_semaphore
typedef VkSemaphoreImportFlagBits VkSemaphoreImportFlagBitsKHR;
```

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.
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.
Valid Usage

- VUID-vkCreateEvent-events-04468
  If the \texttt{VK_KHR_portability_subset} extension is enabled, and \texttt{VkPhysicalDevicePortabilitySubsetFeaturesKHR::events} is \texttt{VK_FALSE}, then the implementation does not support \texttt{events}, and \texttt{vkCreateEvent} \textbf{must} not be used.

Valid Usage (Implicit)

- VUID-vkCreateEvent-device-parameter
  \texttt{device} \textbf{must} be a valid \texttt{VkDevice} handle.

- VUID-vkCreateEvent-pCreateInfo-parameter
  \texttt{pCreateInfo} \textbf{must} be a valid pointer to a valid \texttt{VkEventCreateInfo} structure.

- VUID-vkCreateEvent-pAllocator-parameter
  If \texttt{pAllocator} is not \texttt{NULL}, \texttt{pAllocator} \textbf{must} be a valid pointer to a valid \texttt{VkAllocationCallbacks} structure.

- VUID-vkCreateEvent-pEvent-parameter
  \texttt{pEvent} \textbf{must} be a valid pointer to a \texttt{VkEvent} handle.

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{VkEventCreateInfo} structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkEventCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkEventCreateFlags flags;
} VkEventCreateInfo;
```

- \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{flags} is a bitmask of \texttt{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

```c
// Provided by VK_VERSION_1_0
typedef enum VkEventCreateFlagBits {
    // Provided by VK_VERSION_1_3
    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.

```c
// 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:

```c
// Provided by VK_VERSION_1_0
void vkDestroyEvent(
    VkDevice device,      // Logical device that destroys the event.
    VkEvent event,        // Handle of the event to destroy.
    const VkAllocationCallbacks* 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

- **VUID-vkDestroyEvent-event-01146**
If **VkAllocationCallbacks** were provided when **event** was created, a compatible set of callbacks **must** be provided here

- **VUID-vkDestroyEvent-event-01147**

  If no **VkAllocationCallbacks** were provided when **event** was created, **pAllocator** **must** be **NULL**

---

**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-parameter**
  
  If **pAllocator** is not **NULL**, **pAllocator** **must** be a valid pointer to a valid **VkAllocationCallbacks** structure

- **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 <strong>event</strong> is signaled.</td>
</tr>
<tr>
<td>VK_EVENT_RESET</td>
<td>The event specified by <strong>event</strong> 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.

### 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.

---

**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:
// Provided by VK_VERSION_1_0
VkResult vkResetEvent(
    VkDevice device,
    VkEvent 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 `vkCmdWaitEvents2` 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
Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_DEVICE_MEMORY

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_VERSION_1_3
void vkCmdSetEvent2(
    VkCommandBuffer commandBuffer,
    VkEvent event,
    const VkDependencyInfo* pDependencyInfo);
```

or the equivalent command

```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 `vkCmdSetEvent2` 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...
Future `vkCmdWaitEvents2` 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 `vkCmdSetEvent2`.

**Note**
The extra information provided by `vkCmdSetEvent2` 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 `vkCmdSetEvent2` is executed on the device, then `vkCmdSetEvent2` 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` 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` 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, compute, decode, or encode 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Both</td>
<td>Graphics, Compute, Decode, Encode</td>
<td>Synchronization</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkDependencyInfo` structure is defined as:
```c
typedef struct VkDependencyInfo {
    VkStructureType sType;
    const void* pNext;
    VkDependencyFlags dependencyFlags;
    uint32_t memoryBarrierCount;
    const VkMemoryBarrier2* pMemoryBarriers;
    uint32_t bufferMemoryBarrierCount;
    const VkBufferMemoryBarrier2* pBufferMemoryBarriers;
    uint32_t imageMemoryBarrierCount;
    const VkImageMemoryBarrier2* pImageMemoryBarriers;
} VkDependencyInfo;
```

or the equivalent

```c
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 \textbf{must} be \texttt{NULL}

\begin{itemize}
  \item VUID-VkDependencyInfo-dependencyFlags-parameter \textbf{dependencyFlags must} be a valid combination of \texttt{VkDependencyFlagBits} values
  \item VUID-VkDependencyInfo-pMemoryBarriers-parameter If \texttt{memoryBarrierCount} is not 0, \texttt{pMemoryBarriers must} be a valid pointer to an array of \texttt{VkMemoryBarrier2} structures
  \item VUID-VkDependencyInfo-pBufferMemoryBarriers-parameter If \texttt{bufferMemoryBarrierCount} is not 0, \texttt{pBufferMemoryBarriers must} be a valid pointer to an array of \texttt{VkBufferMemoryBarrier2} structures
  \item VUID-VkDependencyInfo-pImageMemoryBarriers-parameter If \texttt{imageMemoryBarrierCount} is not 0, \texttt{pImageMemoryBarriers must} be a valid pointer to an array of \texttt{VkImageMemoryBarrier2} structures
\end{itemize}

To set the state of an event to signaled from a device, call:

\begin{verbatim}
// Provided by VK_VERSION_1_0
void vkCmdSetEvent(
  VkCommandBuffer commandBuffer,
  VkEvent event,
  VkPipelineStageFlags stageMask);
\end{verbatim}

\begin{itemize}
  \item \texttt{commandBuffer} is the command buffer into which the command is recorded.
  \item \texttt{event} is the event that will be signaled.
  \item \texttt{stageMask} specifies the source stage mask used to determine the first synchronization scope.
\end{itemize}

\texttt{vkCmdSetEvent} behaves identically to \texttt{vkCmdSetEvent2}, except that it does not define an access scope, and \textbf{must} only be used with \texttt{vkCmdWaitEvents}, not \texttt{vkCmdWaitEvents2}.

\section*{Valid Usage}

\begin{itemize}
  \item VUID-vkCmdSetEvent-stageMask-04090
    If the \texttt{geometryShader} feature is not enabled, \texttt{stageMask must} not contain \texttt{VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT}
  \item VUID-vkCmdSetEvent-stageMask-04091
    If the \texttt{tessellationShader} feature is not enabled, \texttt{stageMask must} not contain \texttt{VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT} or \texttt{VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT}
  \item VUID-vkCmdSetEvent-stageMask-04094
    If the \texttt{transformFeedback} feature is not enabled, \texttt{stageMask must} not contain \texttt{VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT}
  \item VUID-vkCmdSetEvent-stageMask-07319
    If the \texttt{attachmentFragmentShadingRate} feature is not enabled, \texttt{stageMask must} not contain \texttt{VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR}
\end{itemize}
• VUID-vkCmdSetEvent-stageMask-03937
If the synchronization feature is not enabled, stageMask must not be 0

• VUID-vkCmdSetEvent-stageMask-07950
If the rayTracingPipeline feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

• 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

• VUID-vkCmdSetEvent-event-parameter
event must be a valid VkEvent handle

• VUID-vkCmdSetEvent-stageMask-parameter
stageMask must be a valid combination of VkPipelineStageFlagBits values

• VUID-vkCmdSetEvent-commandBuffer-recording
commandBuffer must be in the recording state

• VUID-vkCmdSetEvent-commandBuffer-cmdpool
The VkCommandPool that commandBuffer was allocated from must support graphics, compute, decode, or encode operations

• VUID-vkCmdSetEvent-renderpass
This command must only be called outside of a render pass instance

• VUID-vkCmdSetEvent-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
To unsignal the event from a device, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdResetEvent2(
    VkCommandBuffer commandBuffer,  // Provided by VK_VERSION_1_3
    VkEvent event,                  // Provided by VK_VERSION_1_3
    VkPipelineStageFlags2 stageMask);  // Provided by VK_VERSION_1_3
```

or the equivalent command

```c
// Provided by VK_KHR_synchronization2
void vkCmdResetEvent2KHR(
    VkCommandBuffer commandBuffer,  // Provided by VK_KHR_synchronization2
    VkEvent event,                 // Provided by VK_KHR_synchronization2
    VkPipelineStageFlags2 stageMask);  // Provided by VK_KHR_synchronization2
```

- `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 `vkCmdResetEvent2` 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 `vkCmdResetEvent2` 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-03933
  If the `transformFeedback` feature is not enabled, `stageMask` **must** not contain `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`

- 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-stageMask-07947
  If the `rayTracingPipeline` feature is not enabled, `stageMask` **must** not contain `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_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 `vkCmdResetEvent2` and the execution of any `vkCmdWaitEvents` that includes `event` in its `pEvents` parameter

- VUID-vkCmdResetEvent2-event-03832
  There **must** be an execution dependency between `vkCmdResetEvent2` and the execution of any `vkCmdWaitEvents2` 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`
The `VkCommandPool` that `commandBuffer` was allocated from must support graphics, compute, decode, or encode operations.

This command must only be called outside of a render pass instance.

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Both</td>
<td>Graphics, Compute, Decode, Encode</td>
<td>Synchronization</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 `vkCmdResetEvent2`.

**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-04094
  If the transformFeedback feature is not enabled, stageMask must not contain
  VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT

- 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-07950
  If the rayTracingPipeline feature is not enabled, stageMask must not contain
  VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

- 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 vkCmdWaitEvents2 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, compute, decode, or encode 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

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Outside</td>
<td>Both</td>
<td>Graphics</td>
<td>Synchronization</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Decode</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Encode</td>
<td></td>
</tr>
</tbody>
</table>

To wait for one or more events to enter the signaled state on a device, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdWaitEvents2(
    VkCommandBuffer commandBuffer,
    uint32_t eventCount,
    const VkEvent* pEvents,
    const VkDependencyInfo* pDependencyInfos);
```

or the equivalent command
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 `vkCmdWaitEvents2` is submitted to a queue, it inserts memory dependencies according to the elements of `pDependencyInfos` and each corresponding element of `pEvents`. `vkCmdWaitEvents2` 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 `vkCmdSetEvent2` 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 `vkCmdWaitEvents2`.

**Note**

`vkCmdWaitEvents2` is used with `vkCmdSetEvent2` 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 `vkCmdSetEvent2` and `vkCmdResetEvent2`, `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 vkCmdSetEvent2, 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 vkCmdWaitEvents2 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 vkCmdSetEvent2 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 vkCmdWaitEvents2 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, compute, decode, or encode 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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Both</td>
<td>Graphics, Compute, Decode, Encode</td>
<td>Synchronization</td>
</tr>
</tbody>
</table>

To wait for one or more events to enter the signaled state on a device, call:
// 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 vkCmdWaitEvents2, 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 vkCmdSetEvent2 and vkCmdWaitEvents2.

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-04094
  If the transformFeedback feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT

- 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-srcStageMask-07950
  If the rayTracingPipeline feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

- VUID-vkCmdWaitEvents-srcAccessMask-06257
  If the rayQuery feature is not enabled and a memory barrier srcAccessMask includes VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR, srcStageMask must not include any of the VK_PIPELINE_STAGE_*.SHADER_BIT stages except VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR
• 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-04094
If the transformFeedback feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT

• 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-dstStageMask-07950
If the rayTracingPipeline feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

• VUID-vkCmdWaitEvents-dstAccessMask-06257
If the rayQuery feature is not enabled and a memory barrier dstAccessMask includes VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR, dstStageMask must not include any of the VK_PIPELINE_STAGE_*_SHADER_BIT stages except VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

• VUID-vkCmdWaitEvents-srcAccessMask-02815
The srcAccessMask member of each element of pBufferMemoryBarriers 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 pBufferMemoryBarriers 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 \texttt{dstStageMask}, as specified in the table of supported access types.

- VUID-vkCmdWaitEvents-pImageMemoryBarriers-02819
  For any element of \texttt{pImageMemoryBarriers}, if its \texttt{srcQueueFamilyIndex} and \texttt{dstQueueFamilyIndex} members are equal, or if its \texttt{srcQueueFamilyIndex} is the queue family index that was used to create the command pool that \texttt{commandBuffer} was allocated from, then its \texttt{srcAccessMask} member must only contain access flags that are supported by one or more of the pipeline stages in \texttt{srcStageMask}, as specified in the table of supported access types.

- VUID-vkCmdWaitEvents-pImageMemoryBarriers-02820
  For any element of \texttt{pImageMemoryBarriers}, if its \texttt{srcQueueFamilyIndex} and \texttt{dstQueueFamilyIndex} members are equal, or if its \texttt{dstQueueFamilyIndex} is the queue family index that was used to create the command pool that \texttt{commandBuffer} was allocated from, then its \texttt{dstAccessMask} member must only contain access flags that are supported by one or more of the pipeline stages in \texttt{dstStageMask}, as specified in the table of supported access types.

- VUID-vkCmdWaitEvents-srcStageMask-06459
  Any pipeline stage included in \texttt{srcStageMask} must be supported by the capabilities of the queue family specified by the \texttt{queueFamilyIndex} member of the \texttt{VkCommandPoolCreateInfo} structure that was used to create the \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from, as specified in the table of supported pipeline stages.

- VUID-vkCmdWaitEvents-dstStageMask-06460
  Any pipeline stage included in \texttt{dstStageMask} must be supported by the capabilities of the queue family specified by the \texttt{queueFamilyIndex} member of the \texttt{VkCommandPoolCreateInfo} structure that was used to create the \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from, as specified in the table of supported pipeline stages.

- VUID-vkCmdWaitEvents-srcStageMask-01158
  \texttt{srcStageMask} must be the bitwise OR of the \texttt{stageMask} parameter used in previous calls to \texttt{vkCmdSetEvent} with any of the elements of \texttt{pEvents} and \texttt{VK_PIPELINE_STAGE_HOST_BIT} if any of the elements of \texttt{pEvents} was set using \texttt{vkSetEvent}.

- VUID-vkCmdWaitEvents-srcStageMask-07308
  If \texttt{vkCmdWaitEvents} is being called inside a render pass instance, \texttt{srcStageMask} must not include \texttt{VK_PIPELINE_STAGE_HOST_BIT}.

- VUID-vkCmdWaitEvents-srcQueueFamilyIndex-02803
  The \texttt{srcQueueFamilyIndex} and \texttt{dstQueueFamilyIndex} members of any element of \texttt{pBufferMemoryBarriers} or \texttt{pImageMemoryBarriers} must be equal.

- VUID-vkCmdWaitEvents-commandBuffer-01167
  \texttt{commandBuffer}'s current device mask must include exactly one physical device.

- VUID-vkCmdWaitEvents-pEvents-03847
  Elements of \texttt{pEvents} must not have been signaled by \texttt{vkCmdSetEvent2}.
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, compute, decode, or encode 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`

Host Synchronization

- Host access to `commandBuffer` must be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized
7.6. Pipeline Barriers

To record a pipeline barrier, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdPipelineBarrier2(
    VkCommandBuffer commandBuffer,
    const VkDependencyInfo* pDependencyInfo);
```
or the equivalent command

```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 `vkCmdPipelineBarrier2` 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 `vkCmdPipelineBarrier2` 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 `vkCmdPipelineBarrier2` 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 `vkCmdPipelineBarrier2` is called within a render pass instance using a `VkRenderPass` object, it must not include any buffer memory barriers.

- VUID-vkCmdPipelineBarrier2-image-04073
  If `vkCmdPipelineBarrier2` 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 `vkCmdPipelineBarrier2` 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 `vkCmdPipelineBarrier2` 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 `vkCmdPipelineBarrier2` 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-dependencyFlags-07891
  If `vkCmdPipelineBarrier2` 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`.

- VUID-vkCmdPipelineBarrier2-None-07892
  If `vkCmdPipelineBarrier2` is called within 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-None-07893
  If `vkCmdPipelineBarrier2` 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`.


If none of the `shaderTileImageColorReadAccess`, `shaderTileImageStencilReadAccess`, or `shaderTileImageDepthReadAccess` features are enabled, and the `dynamicRenderingLocalRead` feature is not enabled, `vkCmdPipelineBarrier2` must not be called within a render pass instance started with `vkCmdBeginRendering`.

If the `dynamicRenderingLocalRead` feature is not enabled, and `vkCmdPipelineBarrier2` is called within a render pass instance started with `vkCmdBeginRendering`, there must be no buffer or image memory barriers specified by this command.

If the `dynamicRenderingLocalRead` feature is not enabled, and `vkCmdPipelineBarrier2` is called within a render pass instance started with `vkCmdBeginRendering`, memory barriers specified by this command must only include `VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT`, `VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT`, `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT`, or `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT` in their access masks.

If `vkCmdPipelineBarrier2` is called within a render pass instance started with `vkCmdBeginRendering`, and the `image` member of any image memory barrier is used as an attachment in the current render pass instance, it must be in the `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR` or `VK_IMAGE_LAYOUT_GENERAL` layout.

If `vkCmdPipelineBarrier2` is called within a render pass instance started with `vkCmdBeginRendering`, this command must only specify framebuffer-space stages in `srcStageMask` and `dstStageMask`.

The `synchronization2` feature must be enabled.

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.

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-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, compute, decode, or encode 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Both</td>
<td>Transfer</td>
<td>Synchronization</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Graphics</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Decode</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Encode</td>
<td></td>
</tr>
</tbody>
</table>

To record a pipeline barrier, call:

```c
// Provided by VK_VERSION_1_0
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 **vkCmdPipelineBarrier2**, 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*.

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-04094
  If the `transformFeedback` feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT`.

- 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-srcStageMask-07950
  If the `rayTracingPipeline` feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR`.

- 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-04094
  If the `transformFeedback` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT`.

- 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-dstStageMask-07950
  If the `rayTracingPipeline` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR`.

- VUID-vkCmdPipelineBarrier-dstAccessMask-06257
If the `rayQuery` feature is not enabled and a memory barrier `dstAccessMask` includes `VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `dstStageMask` **must** not include any of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages except `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR`.

- **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

• VUID-vkCmdPipelineBarrier-image-04073
  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

• VUID-vkCmdPipelineBarrier-oldLayout-01181
  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

• VUID-vkCmdPipelineBarrier-srcQueueFamilyIndex-01182
  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

• VUID-vkCmdPipelineBarrier-None-07890
  If vkCmdPipelineBarrier 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-vkCmdPipelineBarrier-None-07891
  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

• VUID-vkCmdPipelineBarrier-None-07892
  If vkCmdPipelineBarrier is called within a render pass instance, the source and destination
  stage masks of any memory barriers must only include graphics pipeline stages

• VUID-vkCmdPipelineBarrier-None-07893
  If vkCmdPipelineBarrier is called outside of a render pass instance, the dependency flags
  must not include VK_DEPENDENCY_VIEW_LOCAL_BIT

• VUID-vkCmdPipelineBarrier-None-09553
  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

• VUID-vkCmdPipelineBarrier-None-09554
  If none of the shaderTileImageColorReadAccess, shaderTileImageStencilReadAccess, or
  shaderTileImageDepthReadAccess features are enabled, and the dynamicRenderingLocalRead
  feature is not enabled, vkCmdPipelineBarrier must not be called within a render pass
  instance started with vkCmdBeginRendering

• VUID-vkCmdPipelineBarrier-None-07894
  If the dynamicRenderingLocalRead feature is not enabled, and vkCmdPipelineBarrier is called
within a render pass instance started with `vkCmdBeginRendering`, there must be no buffer or image memory barriers specified by this command.

- **VUID-vkCmdPipelineBarrier-None-09586**
  If the `dynamicRenderingLocalRead` feature is not enabled, and `vkCmdPipelineBarrier` is called within a render pass instance started with `vkCmdBeginRendering`, memory barriers specified by this command must only include `VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT`, `VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT`, `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT`, or `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT` in their access masks.

- **VUID-vkCmdPipelineBarrier-image-09555**
  If `vkCmdPipelineBarrier` is called within a render pass instance started with `vkCmdBeginRendering`, and the `image` member of any image memory barrier is used as an attachment in the current render pass instance, it must be in the `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR` or `VK_IMAGE_LAYOUT_GENERAL` layout.

- **VUID-vkCmdPipelineBarrier-srcStageMask-09556**
  If `vkCmdPipelineBarrier` is called within a render pass instance started with `vkCmdBeginRendering`, and the `image` member of any image memory barrier is used as an attachment in the current render pass instance, it must be in the `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR` or `VK_IMAGE_LAYOUT_GENERAL` layout.

- **VUID-vkCmdPipelineBarrier-srcStageMask-06461**
  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-vkCmdPipelineBarrier-dstStageMask-06462**
  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-vkCmdPipelineBarrier-srcStageMask-09633**
  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.
**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, compute, decode, or encode 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Both</td>
<td>Transfer Graphics Compute Decode Encode</td>
<td>Synchronization</td>
</tr>
</tbody>
</table>

Bits which can be set in **vkCmdPipelineBarrier::dependencyFlags**, specifying how execution and memory dependencies are formed, are:
typedef enum VkDependencyFlagBits {
    VK_DEPENDENCY_BY_REGION_BIT = 0x00000001,
    VK_DEPENDENCY_DEVICE_GROUP_BIT = 0x00000004,
    VK_DEPENDENCY_VIEW_LOCAL_BIT = 0x00000002,
    VK_DEPENDENCY_FEEDBACK_LOOP_BIT_EXT = 0x00000008,
    VK_DEPENDENCY_VIEW_LOCAL_BIT_KHR = VK_DEPENDENCY_VIEW_LOCAL_BIT,
    VK_DEPENDENCY_DEVICE_GROUP_BIT_KHR = VK_DEPENDENCY_DEVICE_GROUP_BIT,
} 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_DEPENDENCYDEVICE_GROUP_BIT specifies that dependencies are non-device-local.
- VK_DEPENDENCY_FEEDBACK_LOOP_BIT_EXT specifies that the render pass will write to and read from the same image using the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT layout.

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:
// Provided by VK_VERSION_1_3
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 VkMemoryBarrier2 VkMemoryBarrier2KHR;

- 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-03933
  If the transformFeedback feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT
• 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-srcStageMask-07947
  If the rayTracingPipeline feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_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_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, 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_2_*_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_2_*_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_2_*_SHADER_BIT stages

• VUID-VkMemoryBarrier2-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_2_*_SHADER_BIT stages

• VUID-VkMemoryBarrier2-srcAccessMask-07454
  If srcAccessMask includes VK_ACCESS_2_SHADER_READ_BIT, srcStageMask must include
• VUID-VkMemoryBarrier2-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-VkMemoryBarrier2-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-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,
  VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
  VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, 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,
  VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
  VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, 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
If `srcAccessMask` includes `VK_ACCESS_2_HOST_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_HOST_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages.

If `srcAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If the `rayQuery` feature is not enabled and `srcAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `srcStageMask` must not include any of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages except `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT` or `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR`.
include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

• VUID-VkMemoryBarrier2-srcAccessMask-04861
  If srcAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

• VUID-VkMemoryBarrier2-srcAccessMask-07457
  If srcAccessMask includes VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT, srcStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT

• VUID-VkMemoryBarrier2-srcAccessMask-07458
  If srcAccessMask includes VK_ACCESS_2_MICROMAP_READ_BIT_EXT, srcStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT or VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

• 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

• VUID-VkMemoryBarrier2-dstStageMask-03933
  If the transformFeedback feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT

• VUID-VkMemoryBarrier2-dstStageMask-07317
  If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkMemoryBarrier2-dstStageMask-07947
  If the rayTracingPipeline feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

• VUID-VkMemoryBarrier2-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_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-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-VkMemoryBarrier2-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_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-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-VkMemoryBarrier2-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-VkMemoryBarrier2-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-VkMemoryBarrier2-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-VkMemoryBarrier2-dstAccessMask-03907
  If dstAccessMask includes VK_ACCESS_2_SHADER_STORAGE_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-VkMemoryBarrier2-dstAccessMask-07454
  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-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
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`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, or `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, `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_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, or `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, `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-03920**
  If `dstAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

- **VUID-VkMemoryBarrier2-dstAccessMask-04747**
  If `dstAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

- **VUID-VkMemoryBarrier2-dstAccessMask-03922**
  If `dstAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

- **VUID-VkMemoryBarrier2-dstAccessMask-03927**
  If `dstAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages.
• VUID-VkMemoryBarrier2-dstAccessMask-03928
  If dstAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-dstAccessMask-06256
  If the rayQuery feature is not enabled and dstAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR, dstStageMask must not include any of the VK_PIPELINE_STAGE_*_SHADER_BIT stages except VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

• VUID-VkMemoryBarrier2-dstAccessMask-07272
  If dstAccessMask includes VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT or VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

• VUID-VkMemoryBarrier2-dstAccessMask-04858
  If dstAccessMask includes VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR

• VUID-VkMemory Barrier2-dstAccessMask-04859
  If dstAccessMask includes VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR

• VUID-VkMemoryBarrier2-dstAccessMask-04860
  If dstAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

• VUID-VkMemoryBarrier2-dstAccessMask-04861
  If dstAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

• VUID-VkMemoryBarrier2-dstAccessMask-07457
  If dstAccessMask includes VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT, dstStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT

• VUID-VkMemoryBarrier2-dstAccessMask-07458
  If dstAccessMask includes VK_ACCESS_2_MICROMAP_READ_BIT_EXT, dstStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT or VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

---

**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
The **VSync** 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**.

### Valid Usage (Implicit)

- **VUID-VkMemoryBarrier-sType-sType**
  - **sType** must be **VK_STRUCTURE_TYPE_MEMORY_BARRIER**
- **VUID-VkMemoryBarrier-pNext-pNext**
  - **pNext** must be **NULL**
- **VUID-VkMemoryBarrier-srcAccessMask-parameter**
  - **srcAccessMask** must be a valid combination of **VkAccessFlagBits** values
- **VUID-VkMemoryBarrier-dstAccessMask-parameter**
  - **dstAccessMask** must be a valid combination of **VkAccessFlagBits** values

### 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:
### Provides by VK_VERSION_1_3

```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`).
- **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 \texttt{dstStageMask} and \texttt{dstAccessMask}.

Both access scopes are limited to only memory accesses to \texttt{buffer} in the range defined by \texttt{offset} and size.

If \texttt{buffer} was created with \texttt{VK_SHARING_MODE_EXCLUSIVE}, and \texttt{srcQueueFamilyIndex} is not equal to \texttt{dstQueueFamilyIndex}, this memory barrier defines a queue family ownership transfer operation. When executed on a queue in the family identified by \texttt{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 \texttt{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 \texttt{dstQueueFamilyIndex} is one of those values, and a queue family acquire operation is defined when \texttt{srcQueueFamilyIndex} is one of those values.

### Valid Usage

- **VUID-VkBufferMemoryBarrier2-srcStageMask-03929**
  If the geometryShader feature is not enabled, \texttt{srcStageMask} must not contain \texttt{VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT}

- **VUID-VkBufferMemoryBarrier2-srcStageMask-03930**
  If the tessellationShader feature is not enabled, \texttt{srcStageMask} must not contain \texttt{VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT} or \texttt{VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT}

- **VUID-VkBufferMemoryBarrier2-srcStageMask-03933**
  If the transformFeedback feature is not enabled, \texttt{srcStageMask} must not contain \texttt{VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT}

- **VUID-VkBufferMemoryBarrier2-srcStageMask-07317**
  If the attachmentFragmentShadingRate feature is not enabled, \texttt{srcStageMask} must not contain \texttt{VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR}

- **VUID-VkBufferMemoryBarrier2-srcStageMask-07947**
  If the rayTracingPipeline feature is not enabled, \texttt{srcStageMask} must not contain \texttt{VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR}

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-03900**
  If \texttt{srcAccessMask} includes \texttt{VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT}, \texttt{srcStageMask} must include \texttt{VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT}, \texttt{VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR}, \texttt{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT}, or \texttt{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT}

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-03901**
  If \texttt{srcAccessMask} includes \texttt{VK_ACCESS_2_INDEX_READ_BIT}, \texttt{srcStageMask} must include \texttt{VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT}, \texttt{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_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_BIT_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 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 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 one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03907
  If srcAccessMask includes VK_ACCESS_2_SHADER_WRITE_BIT, srcStageMask must include one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03908
  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-03909
  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`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, 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_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, or `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_TRANSFORM_FEEDBACK_WRITE_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.
VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-03927**
  If srcAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-03928**
  If srcAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT or VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-06256**
  If the rayQuery feature is not enabled and srcAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR, srcStageMask must not include any of the VK_PIPELINE_STAGE_*_SHADER_BIT stages except VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-07272**
  If srcAccessMask includes VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT or VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-04858**
  If srcAccessMask includes VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-04859**
  If srcAccessMask includes VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-04860**
  If srcAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-04861**
  If srcAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-07457**
  If srcAccessMask includes VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT, srcStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-07458**
  If srcAccessMask includes VK_ACCESS_2_MICROMAP_READ_BIT_EXT, srcStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT or VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

- **VUID-VkBufferMemoryBarrier2-dstStageMask-03929**
  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 transformFeedback feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`.

If the attachmentFragmentShadingRate feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`.

If the rayTracingPipeline feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_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_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `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.
the VK_PIPELINE_STAGE_\*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03907
  If dstAccessMask includes VK_ACCESS_2_SHADER_STORAGE_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_SHADER_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT, or one of the VK_PIPELINE_STAGE_\*_SHADER_BIT stages

• 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_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-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, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, 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_ALL_COMMANDS_BIT
VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,
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-dstAccessMask-03920
  If dstAccessMask includes VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT, dstStageMask
  must include VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT,
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-04747
  If dstAccessMask includes VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT,
  dstStageMask must include VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT,
  VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT,
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03922
  If dstAccessMask includes VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT,
  dstStageMask must include VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT,
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03927
  If dstAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR, dstStageMask
  must include VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
  VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,
  VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT
  stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03928
  If dstAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR, dstStageMask
  must include VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,
  VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT
  stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-06256
  If the rayQuery feature is not enabled and dstAccessMask includes
  VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR, dstStageMask must not include any of
  the VK_PIPELINE_STAGE_*_SHADER_BIT stages except
  VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

• VUID-VkBufferMemoryBarrier2-dstAccessMask-07272
  If dstAccessMask includes VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR, dstStageMask
  must include VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT or
  VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

• VUID-VkBufferMemoryBarrier2-dstAccessMask-04858
If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS}_2\_\text{VIDEO}\_\text{DECODE}_2\_\text{READ}_2\_\text{BIT}_2\_\text{KHR} \), \( \text{dstStageMask} \) must include \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{VIDEO}\_\text{DECODE}_2\_\text{BIT}_2\_\text{KHR} \)

- \text{VUID-VkBufferMemoryBarrier2-dstAccessMask-04859}
- If \( \text{dstAccessMask} \) includes \( \text{VK.ACCESS}_2\_\text{VIDEO}\_\text{DECODE}_2\_\text{WRITE}_2\_\text{BIT}_2\_\text{KHR} \), \( \text{dstStageMask} \) must include \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{VIDEO}\_\text{DECODE}_2\_\text{BIT}_2\_\text{KHR} \)

- \text{VUID-VkBufferMemoryBarrier2-dstAccessMask-04860}
- If \( \text{dstAccessMask} \) includes \( \text{VK.ACCESS}_2\_\text{VIDEO}\_\text{ENCODE}_2\_\text{READ}_2\_\text{BIT}_2\_\text{KHR} \), \( \text{dstStageMask} \) must include \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{VIDEO}\_\text{ENCODE}_2\_\text{BIT}_2\_\text{KHR} \)

- \text{VUID-VkBufferMemoryBarrier2-dstAccessMask-04861}
- If \( \text{dstAccessMask} \) includes \( \text{VK.ACCESS}_2\_\text{VIDEO}\_\text{ENCODE}_2\_\text{WRITE}_2\_\text{BIT}_2\_\text{KHR} \), \( \text{dstStageMask} \) must include \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{VIDEO}\_\text{ENCODE}_2\_\text{BIT}_2\_\text{KHR} \)

- \text{VUID-VkBufferMemoryBarrier2-dstAccessMask-07457}
- If \( \text{dstAccessMask} \) includes \( \text{VK.ACCESS}_2\_\text{MICROMAP}_2\_\text{WRITE}_2\_\text{BIT}_2\_\text{EXT} \), \( \text{dstStageMask} \) must include \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{MICROMAP}_2\_\text{BUILD}_2\_\text{BIT}_2\_\text{EXT} \)

- \text{VUID-VkBufferMemoryBarrier2-dstAccessMask-07458}
- If \( \text{dstAccessMask} \) includes \( \text{VK.ACCESS}_2\_\text{MICROMAP}_2\_\text{READ}_2\_\text{BIT}_2\_\text{EXT} \), \( \text{dstStageMask} \) must include \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{MICROMAP}_2\_\text{BUILD}_2\_\text{BIT}_2\_\text{EXT} \) or \( \text{VK}\_\text{PIPELINE}\_\text{STAGE}_2\_\text{ACCELERATION}\_\text{STRUCTURE}\_\text{BUILD}_2\_\text{BIT}_2\_\text{KHR} \)

- \text{VUID-VkBufferMemoryBarrier2-offset-01187}
  - offset \text{must} be less than the size of buffer

- \text{VUID-VkBufferMemoryBarrier2-size-01188}
  - If size is not equal to \( \text{VK}_\text{WHOLE}\_\text{SIZE} \), size \text{must} be greater than 0

- \text{VUID-VkBufferMemoryBarrier2-size-01189}
  - If size is not equal to \( \text{VK}_\text{WHOLE}\_\text{SIZE} \), size \text{must} be less than or equal to than the size of buffer minus offset

- \text{VUID-VkBufferMemoryBarrier2-buffer-01931}
  - If buffer is non-sparse then it \text{must} be bound completely and contiguously to a single \( \text{VkDeviceMemory} \) object

- \text{VUID-VkBufferMemoryBarrier2-buffer-09095}
  - If buffer was created with a sharing mode of \( \text{VK}\_\text{SHARING}\_\text{MODE}\_\text{EXCLUSIVE} \), and \( \text{srcQueueFamilyIndex} \) and \( \text{dstQueueFamilyIndex} \) are not equal, \( \text{srcQueueFamilyIndex} \) \text{must} be \( \text{VK}\_\text{QUEUE}\_\text{FAMILY}\_\text{EXTERNAL} \), \( \text{VK}\_\text{QUEUE}\_\text{FAMILY}\_\text{FOREIGN}_2\_\text{EXT} \), or a valid queue family

- \text{VUID-VkBufferMemoryBarrier2-buffer-09096}
  - If buffer was created with a sharing mode of \( \text{VK}\_\text{SHARING}\_\text{MODE}\_\text{EXCLUSIVE} \), and \( \text{srcQueueFamilyIndex} \) and \( \text{dstQueueFamilyIndex} \) are not equal, \( \text{dstQueueFamilyIndex} \) \text{must} be \( \text{VK}\_\text{QUEUE}\_\text{FAMILY}\_\text{EXTERNAL} \), \( \text{VK}\_\text{QUEUE}\_\text{FAMILY}\_\text{FOREIGN}_2\_\text{EXT} \), or a valid queue family

- \text{VUID-VkBufferMemoryBarrier2-srcQueueFamilyIndex-04087}
  - If \( \text{srcQueueFamilyIndex} \) is not equal to \( \text{dstQueueFamilyIndex} \), at least one of \( \text{srcQueueFamilyIndex} \) or \( \text{dstQueueFamilyIndex} \) \text{must} not be \( \text{VK}\_\text{QUEUE}\_\text{FAMILY}\_\text{EXTERNAL} \) or \( \text{VK}\_\text{QUEUE}\_\text{FAMILY}\_\text{FOREIGN}_2\_\text{EXT} \)

- \text{VUID-VkBufferMemoryBarrier2-None-09097}
  - If the \( \text{VK}_\text{KHR}\_\text{external}\_\text{memory} \) extension is not enabled, and the value of
VkApplicationInfo::apiVersion used to create the VkInstance is not greater than or equal to Version 1.1, srcQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL

- VUID-VkBufferMemoryBarrier2-None-09098
  If the VK_KHR_external_memory extension is not enabled, and the value of VkApplicationInfo::apiVersion used to create the VkInstance is not greater than or equal to Version 1.1, dstQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL

- 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-03851
  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 or a pointer to a valid instance of VkExternalMemoryAcquireUnmodifiedEXT

- VUID-VkBufferMemoryBarrier2-sType-unique
  The sType value of each struct in the pNext chain must be unique

- 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

The VkBufferMemoryBarrier structure is defined as:
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
  
  *offset must be less than the size of 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 buffer minus 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-04087
  
  *If \( \text{srcQueueFamilyIndex} \) is not equal to \( \text{dstQueueFamilyIndex} \), at least one of \( \text{srcQueueFamilyIndex} \) or \( \text{dstQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_EXTERNAL} \) or \( \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \)*

- VUID-VkBufferMemoryBarrier-None-09097
  
  *If the \( \text{VK_KHR_external_memory} \) extension is not enabled, and the value of \text{VkApplicationInfo::apiVersion} used to create the \text{VkInstance} is not greater than or equal to Version 1.1, \( \text{srcQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_EXTERNAL} \)*

- VUID-VkBufferMemoryBarrier-None-09098
  
  *If the \( \text{VK_KHR_external_memory} \) extension is not enabled, and the value of \text{VkApplicationInfo::apiVersion} used to create the \text{VkInstance} is not greater than or equal to Version 1.1, \( \text{dstQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_EXTERNAL} \)*

- VUID-VkBufferMemoryBarrier-srcQueueFamilyIndex-09099
  
  *If the \( \text{VK_EXT_queue_family_foreign} \) extension is not enabled \( \text{srcQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \)*

- VUID-VkBufferMemoryBarrier-dstQueueFamilyIndex-09100
  
  *If the \( \text{VK_EXT_queue_family_foreign} \) extension is not enabled \( \text{dstQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \)*
If the `synchronization2` feature is not enabled, and `buffer` was created with a sharing mode of `VK_SHARING_MODE_CONCURRENT`, at least one of `srcQueueFamilyIndex` and `dstQueueFamilyIndex` must be `VK_QUEUE_FAMILY_IGNORED`.

If the `synchronization2` feature is not enabled, and `buffer` was created with a sharing mode of `VK_SHARING_MODE_CONCURRENT`, `srcQueueFamilyIndex` must be `VK_QUEUE_FAMILY_IGNORED` or `VK_QUEUE_FAMILY_EXTERNAL`.

If the `synchronization2` 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)

- `sType` must be `VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER`
- `pNext` must be `NULL` or a pointer to a valid instance of `VkExternalMemoryAcquireUnmodifiedEXT`
- The `sType` value of each struct in the `pNext` chain must be unique
- `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:
// Provided by VK_VERSION_1_3

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

// 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-03933
  If the transformFeedback feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT
If the `attachmentFragmentShadingRate` feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`.

If the `rayTracingPipeline` feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_2RAY_TRACING_SHADER_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

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`.

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`.

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.

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.

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.

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.

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.
VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkImageMemoryBarrier2-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-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

• 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,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, 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,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR,
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, 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
If `srcAccessMask` includes `VK_ACCESS_2_HOST_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_HOST_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If `srcAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages.

If `srcAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`.

If the rayQuery feature is not enabled and `srcAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `srcStageMask` must not include any of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages except `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT` or `VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_ENCODING_START_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_ENCODING_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODING_START_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODING_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODING_STOP_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODING_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO_DECODING_FINISH_BIT_KHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO_DECODING_BIT_KHR`.

If `srcAccessMask` includes `VK_ACCESS_2_VIDEO.EncodingFlagsKHR`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VIDEO.EncodingFlagsKHR`.
include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

- VUID-VkImageMemoryBarrier2-srcAccessMask-04861
  If srcAccessMask includes VKACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR, srcStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR

- VUID-VkImageMemoryBarrier2-srcAccessMask-07457
  If srcAccessMask includes VKACCESS_2_MICROMAP_WRITE_BIT_EXT, srcStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT

- VUID-VkImageMemoryBarrier2-srcAccessMask-07458
  If srcAccessMask includes VKACCESS_2_MICROMAP_READ_BIT_EXT, srcStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT or VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

- 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-03933
  If the transformFeedback feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT

- 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-dstStageMask-07947
  If the rayTracingPipeline feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

- VUID-VkImageMemoryBarrier2-dstAccessMask-03900
  If dstAccessMask includes VKACCESS_2_INDIRECT_COMMAND_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- VUID-VkImageMemoryBarrier2-dstAccessMask-03901
  If dstAccessMask includes VKACCESS_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 VKACCESS_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 \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT} \), \( \text{VK_PIPELINE_STAGE_2_SUBPASS_SHADER_BIT_HUAWEI} \), \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), or \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \).

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03904**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_UNIFORM_READ_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \), or one of the \( \text{VK_PIPELINE_STAGE_*_SHADER_BIT} \) stages.

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03905**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_SHADER_SAMPLED_READ_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \), or one of the \( \text{VK_PIPELINE_STAGE_*_SHADER_BIT} \) stages.

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03906**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_SHADER_STORAGE_READ_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \), or one of the \( \text{VK_PIPELINE_STAGE_*_SHADER_BIT} \) stages.

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03907**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \), or one of the \( \text{VK_PIPELINE_STAGE_*_SHADER_BIT} \) stages.

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03908**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), or \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \).

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03909**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), or \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \).

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03910**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), or \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \).

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03911**
  If \( \text{dstAccessMask} \) includes \( \text{VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT} \), \( \text{dstStageMask} \) must include \( \text{VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT} \), \( \text{VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT} \), or \( \text{VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT} \).
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`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, 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`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, 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-dstAccessMask-03920**
  If `dstAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03922**
  If `dstAccessMask` includes `VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03927**
  If `dstAccessMask` includes `VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR`, `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages
If dstAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

If the rayQuery feature is not enabled and dstAccessMask includes VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR, dstStageMask must not include any of the VK_PIPELINE_STAGE_*_SHADER_BIT stages except VK_PIPELINE_STAGE_2RAY_TRACING_SHADER_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT or VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR, dstStageMask must include VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT, dstStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT.

If dstAccessMask includes VK_ACCESS_2_MICROMAP_READ_BIT_EXT, dstStageMask must include VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT or VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_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_COLOR_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_COLOR_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_DEPTH_STENCIL_ATTACHMENT_OPTIMAL then image must have been created with 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_DEPTH_STENCIL_READ_ONLY_OPTIMAL` then image must have been created with `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_SHADER_READ_ONLY_OPTIMAL` then image must have been created with `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_TRANSFER_SRC_OPTIMAL` then image must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_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_TRANSFER_DST_OPTIMAL` then image must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_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_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL` then image must have been created with `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_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL` then image must have been created with `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_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`.
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.

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.

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 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_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.

- 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-None-09119
  If the VK_KHR_external_memory extension is not enabled, and the value of VkApplicationInfo::apiVersion used to create the VkInstance is not greater than or equal to Version 1.1, srcQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL.

- VUID-VkImageMemoryBarrier2-None-09120
  If the VK_KHR_external_memory extension is not enabled, and the value of VkApplicationInfo::apiVersion used to create the VkInstance is not greater than or equal to Version 1.1, dstQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL.

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-09121
  If the VK_EXT_queue_family_foreign extension is not enabled, srcQueueFamilyIndex must not be VK_QUEUE_FAMILY_FOREIGN_EXT.

- 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-srcQueueFamilyIndex-07120
  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_VIDEO_DECODE_SRC_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR.

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-07121
  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_VIDEO_DECODE_DST_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR.

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-07122
  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_VIDEO_DECODE_DPB_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR.

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-07123
  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_VIDEO_ENCODE_SRC_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR.

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-07124
  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_VIDEO_ENCODE_DST_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR.
VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-07125
  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_VIDEO_ENCODE_DPB_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-07006
  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_FEEDBACK_LOOP_OPTIMAL_EXT then image must have been created with either the VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT or VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT usage bits, and the VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT or VK_IMAGE_USAGE_SAMPLED_BIT usage bits, and the VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT usage bit

- VUID-VkImageMemoryBarrier2-attachmentFeedbackLoopLayout-07313
  If the attachmentFeedbackLoopLayout feature is not enabled, newLayout must not be VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT

- VUID-VkImageMemoryBarrier2-dynamicRenderingLocalRead-09551
  If the dynamicRenderingLocalRead feature is not enabled, oldLayout must not be VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR

- VUID-VkImageMemoryBarrier2-dynamicRenderingLocalRead-09552
  If the dynamicRenderingLocalRead feature is not enabled, newLayout must not be VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR

- 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
If image is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object.

If image has a color format that is single-plane, then the aspectMask member of subresourceRange must be VK_IMAGE_ASPECT_COLOR_BIT.

If image has a color format and is not disjoint, then the aspectMask member of subresourceRange must be VK_IMAGE_ASPECT_COLOR_BIT.

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.

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.

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.

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.

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.

subresourceRange.aspectMask must be valid for the format the image was created with.

If either srcStageMask or dstStageMask includes VK_PIPELINE_STAGE_2_HOST_BIT, srcQueueFamilyIndex and dstQueueFamilyIndex must be equal.

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 VkExternalMemoryAcquireUnmodifiedEXT

- 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 synchronization2 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 synchronization2 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`. 

---

374
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_DEPTH_STENCIL_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_SHADER_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-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-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

• 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-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-VkImageMemoryBarrier-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-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_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-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_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT set

- 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_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-04069
  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_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT or VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

- VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-04070
  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 then image must have been created with at least one of VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT or VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT
VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_SAMPLED_BIT, or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

- **VUID-VkImageMemoryBarrier-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-VkImageMemoryBarrier-image-09117**
  If image was created with a sharing mode ofVK_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-VkImageMemoryBarrier-image-09118**
  If image was created with a sharing mode ofVK_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-VkImageMemoryBarrier-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-VkImageMemoryBarrier-None-09119**
  If the VK_KHR_external_memory extension is not enabled, and the value of VkApplicationInfo::apiVersion used to create the VkInstance is not greater than or equal to Version 1.1, srcQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL.

- **VUID-VkImageMemoryBarrier-None-09120**
  If the VK_KHR_external_memory extension is not enabled, and the value of VkApplicationInfo::apiVersion used to create the VkInstance is not greater than or equal to Version 1.1, dstQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL.

- **VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-09121**
  If the VK_KHR_external_memory extension is not enabled srcQueueFamilyIndex must not be VK_QUEUE_FAMILY_FOREIGN_EXT.

- **VUID-VkImageMemoryBarrier-dstQueueFamilyIndex-09122**
  If the VK_KHR_external_memory extension is not enabled dstQueueFamilyIndex must not be VK_QUEUE_FAMILY_FOREIGN_EXT.

- **VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-07120**
  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_VIDEO_DECODE_SRC_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR.

- **VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-07121**
  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_VIDEO_DECODE_DST_KHR then image must have been created with VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR.
• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-07122
  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_VIDEO_DECODE_DPB_KHR` then image must have been created with
  `VK_IMAGE_USAGE_VIDEO_Decode_DPB_BIT_KHR`

• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-07123
  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_VIDEO_ENCODE_SRC_KHR` then image must have been created with
  `VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR`

• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-07124
  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_VIDEO_ENCODE_DST_KHR` then image must have been created with
  `VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR`

• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-07125
  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_VIDEO_ENCODE_DPB_KHR` then image must have been created with
  `VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR`

• VUID-VkImageMemoryBarrier-attachmentFeedbackLoopLayout-07313
  If the `attachmentFeedbackLoopLayout` feature is not enabled, `newLayout` must not be `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT`

• VUID-VkImageMemoryBarrier-dynamicRenderingLocalRead-09550
  If the `dynamicRenderingLocalRead` feature is not enabled, `oldLayout` must not be `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR`

• VUID-VkImageMemoryBarrier-dynamicRenderingLocalRead-09551
  If the `dynamicRenderingLocalRead` feature is not enabled, `newLayout` must not be `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR`
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
To facilitate usage of images whose memory is initialized on the host, Vulkan allows image layout transitions to be performed by the host as well, albeit supporting limited layouts.

To perform an image layout transition on the host, call:
VkResult vkTransitionImageLayoutEXT(
    VkDevice device,
    uint32_t transitionCount,
    const VkHostImageLayoutTransitionInfoEXT* pTransitions);

- `device` is the device which owns `pTransitions[i].image`.
- `transitionCount` is the number of image layout transitions to perform.
- `pTransitions` is a pointer to an array of `VkHostImageLayoutTransitionInfoEXT` structures specifying the image and subresource ranges within them to transition.

**Valid Usage (Implicit)**

- VUID-vkTransitionImageLayoutEXT-device-parameter `device` must be a valid `VkDevice` handle
- VUID-vkTransitionImageLayoutEXT-pTransitions-parameter `pTransitions` must be a valid pointer to an array of `transitionCount` valid `VkHostImageLayoutTransitionInfoEXT` structures
- VUID-vkTransitionImageLayoutEXT-transitionCount-arraylength `transitionCount` must be greater than 0

**Return Codes**

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_MEMORY_MAP_FAILED`

The `VkHostImageLayoutTransitionInfoEXT` structure is defined as:
// Provided by VK_EXT_host_image_copy

typedef struct VkHostImageLayoutTransitionInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkImage image;
    VkImageLayout oldLayout;
    VkImageLayout newLayout;
    VkImageSubresourceRange subresourceRange;
} VkHostImageLayoutTransitionInfoEXT;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• image is a handle to the image affected by this layout transition.
• oldLayout is the old layout in an image layout transition.
• newLayout is the new layout in an image layout transition.
• subresourceRange describes the image subresource range within image that is affected by this layout transition.

vkTransitionImageLayoutEXT does not check whether the device memory associated with an image is currently in use before performing the layout transition. The application must guarantee that any previously submitted command that reads from or writes to this subresource has completed before the host performs the layout transition.

Note

Image layout transitions performed on the host do not require queue family ownership transfers as the physical layout of the image will not vary between queue families for the layouts supported by this function.

Valid Usage

• VUID-VkHostImageLayoutTransitionInfoEXT-image-09055
  image must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT

• VUID-VkHostImageLayoutTransitionInfoEXT-subresourceRange-01486
  subresourceRange.baseMipLevel must be less than the mipLevels specified in VkImageCreateInfo when image was created

• VUID-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-subresourceRange-01488
  subresourceRange.baseArrayLayer must be less than the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-image-01932**
  If `image` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-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-VkHostImageLayoutTransitionInfoEXT-subresourceRange-09601**
  `subresourceRange.aspectMask` must be valid for the format the `image` was created with.

- **VUID-VkHostImageLayoutTransitionInfoEXT-oldLayout-09229**
  `oldLayout` must be either `VK_IMAGE_LAYOUT_UNDEFINED` or the current layout of the image subresources as specified in `subresourceRange`.

- **VUID-VkHostImageLayoutTransitionInfoEXT-oldLayout-09230**
  If `oldLayout` is not `VK_IMAGE_LAYOUT_UNDEFINED` or `VK_IMAGE_LAYOUT_PREINITIALIZED`, it must be one of the layouts in `VkPhysicalDeviceHostImageCopyPropertiesEXT::pCopySrcLayouts`.

- **VUID-VkHostImageLayoutTransitionInfoEXT-newLayout-09057**
newLayout must be one of the layouts in VkPhysicalDeviceHostImageCopyPropertiesEXT::pCopyDstLayouts

Valid Usage (Implicit)

- VUID-VkHostImageLayoutTransitionInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_HOST_IMAGE_LAYOUT_TRANSITION_INFO_EXT
- VUID-VkHostImageLayoutTransitionInfoEXT-pNext-pNext
  pNext must be NULL
- VUID-VkHostImageLayoutTransitionInfoEXT-image-parameter
  image must be a valid VkImage handle
- VUID-VkHostImageLayoutTransitionInfoEXT-oldLayout-parameter
  oldLayout must be a valid VkImageLayout value
- VUID-VkHostImageLayoutTransitionInfoEXT-newLayout-parameter
  newLayout must be a valid VkImageLayout value
- VUID-VkHostImageLayoutTransitionInfoEXT-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)

or the equivalent
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`.

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. `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 srcQueueFamilyIndex parameter of the barrier must be set to the source queue family index, and the dstQueueFamilyIndex parameter to the destination queue family index. 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-after operations in the first synchronization scope of the calling command, and happens-before the visibility operation.

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 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 vkQueueSubmit waits for VK_PIPELINE_STAGE_ALL_COMMANDS_BIT. With vkQueueSubmit2, stageMask for the signal semaphore must be VK_PIPELINE_STAGE_ALL_COMMANDS_BIT. Similarly, for the acquire operation, waiting for a semaphore must use 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 oldLayout and newLayout in the release operation's memory barrier must be equal to values of oldLayout and 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 srcQueueFamilyIndex and dstQueueFamilyIndex are equal, no ownership transfer is performed, and the barrier operates as if they were both set to 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.
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`.

An acquire operation may have a performance penalty when acquiring ownership of a subresource range from one of the special queue families reserved for external memory ownership transfers described above. The application can reduce the performance penalty in some cases by adding a `VkExternalMemoryAcquireUnmodifiedEXT` structure to the pNext chain of the acquire operation's memory barrier structure.

The `VkExternalMemoryAcquireUnmodifiedEXT` structure is defined as:

```c
// Provided by VK_EXT_external_memory_acquire_unmodified
typedef struct VkExternalMemoryAcquireUnmodifiedEXT {
    VkStructureType sType;
    const void* pNext;
    VkBool32 acquireUnmodifiedMemory;
} VkExternalMemoryAcquireUnmodifiedEXT;
```

- sType is a `VkStructureType` value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- acquireUnmodifiedMemory specifies, if VK_TRUE, that no range of `VkDeviceMemory` bound to the resource of the memory barrier's subresource range was modified at any time since the resource's most recent release of ownership to the queue family specified by the memory barrier's `srcQueueFamilyIndex`. If VK_FALSE, it specifies nothing.

If the application releases ownership of the subresource range to one of the special queue families reserved for external memory ownership transfers with a memory barrier structure, and later re-acquires ownership from the same queue family with a memory barrier structure, and if no range of `VkDeviceMemory` bound to the resource was modified at any time between the release operation and the acquire operation, then the application should add a `VkExternalMemoryAcquireUnmodifiedEXT` structure to the pNext chain of the acquire operation's memory barrier structure because this may reduce the performance penalty.

This struct is ignored if acquireUnmodifiedMemory is VK_FALSE. In particular, VK_FALSE does not specify that memory was modified.

This struct is ignored if the memory barrier's `srcQueueFamilyIndex` is not a special queue family reserved for external memory ownership transfers.

Note

The method by which the application determines whether memory was modified between the release operation and acquire operation is outside the scope of Vulkan.
For any Vulkan operation that accesses a resource, the application must not assume the implementation accesses the resource's memory as read-only, even for apparently read-only operations such as transfer commands and shader reads.

The validity of `VkExternalMemoryAcquireUnmodifiedEXT::acquireUnmodifiedMemory` is independent of memory ranges outside the ranges of `VkDeviceMemory` bound to the resource. In particular, it is independent of any implementation-private memory associated with the resource.

### Valid Usage

- **VUID-VkExternalMemoryAcquireUnmodifiedEXT-acquireUnmodifiedMemory-08922**

  If `acquireUnmodifiedMemory` is `VK_TRUE`, and the memory barrier's `srcQueueFamilyIndex` is a special queue family reserved for external memory ownership transfers (as described in Queue Family Ownership Transfer), then each range of `VkDeviceMemory` bound to the resource must have remained unmodified during all time since the resource's most recent release of ownership to the queue family.

### Valid Usage (Implicit)

- **VUID-VkExternalMemoryAcquireUnmodifiedEXT-sType-sType**

  `sType` must be `VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_ACQUIRE_UNMODIFIED_EXT`.

### 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`.

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<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:

```cpp
// 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`.

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
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 and VkDeviceGroupBindSparseInfo 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,  // Logical device used to perform the query.
    uint32_t timestampCount,  // Number of timestamps to query.
    const VkCalibratedTimestampInfoKHR* pTimestampInfos,  // Pointer to an array of VkCalibratedTimestampInfoKHR structures describing the time domains.
    uint64_t* pTimestamps,  // Pointer to an array of 64-bit unsigned integer values in which the requested calibrated timestamp values are returned.
    uint64_t* pMaxDeviation);  // Pointer to a 64-bit unsigned integer value in which the strictly positive maximum deviation, in nanoseconds, of the calibrated timestamp values is returned.
```

- `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
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:

```
// 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 vkCmdWriteTimestamp2 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:

  ```
  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 vkCmdWriteTimestamp2.
  ```

```
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.

To begin a render pass instance, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdBeginRendering(
    VkCommandBuffer commandBuffer,
    const VkRenderingInfo* pRenderingInfo);
```

or the equivalent command

```c
// Provided by VK_KHR_dynamic_rendering
void vkCmdBeginRenderingKHR(
    VkCommandBuffer commandBuffer,
    const VkRenderingInfo* pRenderingInfo);
```

- **commandBuffer** is the command buffer in which to record the command.
- **pRenderingInfo** is a pointer to a `VkRenderingInfo` structure specifying details of the render pass instance to begin.

After beginning a render pass instance, the command buffer is ready to record **draw commands**. If `pRenderingInfo->flags` includes `VK_RENDERING_RESUMING_BIT` then this render pass is resumed from a render pass instance that has been suspended earlier in *submission order*.

**Valid Usage**

- VUID-vkCmdBeginRendering-dynamicRendering-06446
  The *dynamicRendering* feature **must** be enabled

- VUID-vkCmdBeginRendering-commandBuffer-06068
  If `commandBuffer` is a secondary command buffer, and the *nestedCommandBuffer* feature is not enabled, `pRenderingInfo->flags` **must** not include `VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT`

- VUID-vkCmdBeginRendering-pRenderingInfo-09588
  If `pRenderingInfo->pDepthAttachment` is not NULL and `pRenderingInfo->pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pRenderingInfo->pDepthAttachment->imageView` **must** be in the layout specified by `pRenderingInfo->pDepthAttachment->imageLayout`

- VUID-vkCmdBeginRendering-pRenderingInfo-09589
  If `pRenderingInfo->pDepthAttachment` is not NULL, `pRenderingInfo->pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pRenderingInfo->pDepthAttachment->imageResolveMode` is not `VK_RESOLVE_MODE_NONE`, and `pRenderingInfo->pDepthAttachment->resolveImageView` is not `VK_NULL_HANDLE`, `pRenderingInfo->pDepthAttachment->resolveImageView` **must** be in
the layout specified by pRenderingInfo->pDepthAttachment->resolveImageLayout

- VUID-vkCmdBeginRendering-pRenderingInfo-09590
  If pRenderingInfo->pStencilAttachment is not NULL and pRenderingInfo->pStencilAttachment->imageView is not VK_NULL_HANDLE, pRenderingInfo->pStencilAttachment->imageView must be in the layout specified by pRenderingInfo->pStencilAttachment->imageLayout

- VUID-vkCmdBeginRendering-pRenderingInfo-09591
  If pRenderingInfo->pStencilAttachment is not NULL, pRenderingInfo->pStencilAttachment->imageView is not VK_NULL_HANDLE, pRenderingInfo->pStencilAttachment->imageResolveMode is not VK_RESOLVE_MODE_NONE, and pRenderingInfo->pStencilAttachment->resolveImageView is not VK_NULL_HANDLE, pRenderingInfo->pStencilAttachment->resolveImageView must be in the layout specified by pRenderingInfo->pStencilAttachment->resolveImageLayout

- VUID-vkCmdBeginRendering-pRenderingInfo-09592
  For any element of pRenderingInfo->pColorAttachments, if imageView is not VK_NULL_HANDLE, that image view must be in the layout specified by imageLayout

- VUID-vkCmdBeginRendering-pRenderingInfo-09593
  For any element of pRenderingInfo->pColorAttachments, if imageView is not VK_NULL_HANDLE and resolveMode is not VK_RESOLVE_MODE_NONE, and resolveImageView is not VK_NULL_HANDLE, resolveImageView must be in the layout specified by resolveImageLayout

Valid Usage (Implicit)

- VUID-vkCmdBeginRendering-commandBuffer-parameter
commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdBeginRendering-pRenderingInfo-parameter
  pRenderingInfo must be a valid pointer to a valid VkRenderingInfo structure

- VUID-vkCmdBeginRendering-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdBeginRendering-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdBeginRendering-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdBeginRendering-videocoding
  This command must only be called outside of a video coding scope

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally
The `VkRenderingInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkRenderingInfo {
    VkStructureType sType;
    const void* pNext;
    VkRenderingFlags flags;
    VkRect2D renderArea;
    uint32_t layerCount;
    uint32_t viewMask;
    uint32_t colorAttachmentCount;
    const VkRenderingAttachmentInfo* pColorAttachments;
    const VkRenderingAttachmentInfo* pDepthAttachment;
    const VkRenderingAttachmentInfo* pStencilAttachment;
} VkRenderingInfo;
```

or the equivalent

```c
// Provided by VK_KHR_dynamic_rendering
typedef VkRenderingInfo VkRenderingInfoKHR;
```

- `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 `VkRenderingFlagBits`.
- `renderArea` is the render area that is affected by the render pass instance.
- `layerCount` is the number of layers rendered to in each attachment when `viewMask` is `0`.
- `viewMask` is the view mask indicating the indices of attachment layers that will be rendered when it is not `0`.
- `colorAttachmentCount` is the number of elements in `pColorAttachments`.
- `pColorAttachments` is a pointer to an array of `colorAttachmentCount` `VkRenderingAttachmentInfo` structures describing any color attachments used.
- `pDepthAttachment` is a pointer to a `VkRenderingAttachmentInfo` structure describing a depth
attachment.

- `pStencilAttachment` is a pointer to a `VkRenderingAttachmentInfo` structure describing a stencil attachment.

If `viewMask` is not 0, multiview is enabled.

If there is an instance of `VkDeviceGroupRenderPassBeginInfo` included in the `pNext` chain and its `deviceRenderAreaCount` member is not 0, then `renderArea` is ignored, and the render area is defined per-device by that structure.

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 `imageView` member of any element of `pColorAttachments` is `VK_NULL_HANDLE`, writes to the corresponding location by a fragment are discarded.

### Valid Usage

- **VUID-VkRenderingInfo-viewMask-06069**
  If `viewMask` is 0, `layerCount` must not be 0

- **VUID-VkRenderingInfo-multisampledRenderToSingleSampled-06857**
  `imageView` members of `pDepthAttachment`, `pStencilAttachment`, and elements of `pColorAttachments` that are not `VK_NULL_HANDLE` must have been created with the same `sampleCount`

- **VUID-VkRenderingInfo-imageView-09429**
  `imageView` members of elements of `pColorAttachments` that are not `VK_NULL_HANDLE` must have been created with the same `sampleCount`

- **VUID-VkRenderingInfo-None-08994**
  If `VkDeviceGroupRenderPassBeginInfo::deviceRenderAreaCount` is 0, `renderArea.extent.width` must be greater than 0

- **VUID-VkRenderingInfo-None-08995**
  If `VkDeviceGroupRenderPassBeginInfo::deviceRenderAreaCount` is 0, `renderArea.extent.height` must be greater than 0

- **VUID-VkRenderingInfo-pNext-06077**
  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-VkRenderingInfo-pNext-06078**
  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-VkRenderingInfo-pNext-07815**
  If the `pNext` chain does not contain `VkDeviceGroupRenderPassBeginInfo` or its `deviceRenderAreaCount` member is equal to 0, the sum of `renderArea.extent.width` and `renderArea.offset.x` must be less than or equal to `maxFramebufferWidth`
If the `pNext` chain does not contain `VkDeviceGroupRenderPassBeginInfo` or its `deviceRenderAreaCount` member is equal to 0, the sum of `renderArea.extent.height` and `renderArea.offset.y` must be less than or equal to `maxFramebufferHeight`.

If the `pNext` chain does not contain `VkDeviceGroupRenderPassBeginInfo` or its `deviceRenderAreaCount` member is equal to 0, the width of the `imageView` member of any element of `pColorAttachments`, `pDepthAttachment`, or `pStencilAttachment` that is not `VK_NULL_HANDLE` must be greater than or equal to `renderArea.offset.x + renderArea.extent.width`.

If the `pNext` chain contains `VkDeviceGroupRenderPassBeginInfo`, the width of the `imageView` member of any element of `pColorAttachments`, `pDepthAttachment`, or `pStencilAttachment` that is not `VK_NULL_HANDLE` must be greater than or equal to the sum of the `offset.x` and `extent.width` members of each element of `pDeviceRenderAreas`.

If the `pNext` chain contains `VkDeviceGroupRenderPassBeginInfo`, the height of the `imageView` member of any element of `pColorAttachments`, `pDepthAttachment`, or `pStencilAttachment` that is not `VK_NULL_HANDLE` must be greater than or equal to the sum of the `offset.y` and `extent.height` members of each element of `pDeviceRenderAreas`.

If neither `pDepthAttachment` or `pStencilAttachment` are `NULL` and the `imageView` member of either structure is not `VK_NULL_HANDLE`, the `imageView` member of each structure must be the same.

If neither `pDepthAttachment` or `pStencilAttachment` are `NULL`, and the `resolveMode` member of each is not `VK_RESOLVE_MODE_NONE`, the `resolveImageView` member of each structure must be the same.

If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, that `imageView` must have been created with `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT`.

If `colorAttachmentCount` is not 0 and there is an element of `pColorAttachments` with its `imageView` member not `VK_NULL_HANDLE`, and its `resolveMode` member not set to `VK_RESOLVE_MODE_NONE`, the `resolveImageView` member of that element of `pColorAttachments` must have been created with `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT`.

If the `pNext` chain does not contain `VkDeviceGroupRenderPassBeginInfo` or its `deviceRenderAreaCount` member is equal to 0, the width of the `imageView` member of any element of `pColorAttachments`, `pDepthAttachment`, or `pStencilAttachment` that is not `VK_NULL_HANDLE` must be greater than or equal to `renderArea.offset.x + renderArea.extent.width`.

If the `pNext` chain does not contain `VkDeviceGroupRenderPassBeginInfo` or its `deviceRenderAreaCount` member is equal to 0, the height of the `imageView` member of any element of `pColorAttachments`, `pDepthAttachment`, or `pStencilAttachment` that is not `VK_NULL_HANDLE` must be greater than or equal to `renderArea.offset.y + renderArea.extent.height`.

If neither `pDepthAttachment` or `pStencilAttachment` are `NULL` and the `imageView` member of either structure is not `VK_NULL_HANDLE`, the `imageView` member of each structure must be the same.
If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->imageView` **must** have been created with a format that includes a depth component

• VUID-VkRenderingInfo-pDepthAttachment-06088
  If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->imageView` **must** have been created with `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`

• VUID-VkRenderingInfo-pDepthAttachment-09477
  If `pDepthAttachment` is not `NULL` and `pDepthAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pDepthAttachment->resolveImageView` **must** have been created with `VK_IMAGE_USAGE.DepthStencilAttachment_BIT`

• VUID-VkRenderingInfo-pStencilAttachment-06548
  If `pStencilAttachment` is not `NULL` and `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, `pStencilAttachment->imageView` **must** have been created with a format that includes a stencil aspect

• VUID-VkRenderingInfo-pStencilAttachment-06089
  If `pStencilAttachment` is not `NULL` and `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, `pStencilAttachment->imageView` **must** have been created with a stencil usage including `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`

• VUID-VkRenderingInfo-pStencilAttachment-09478
  If `pStencilAttachment` is not `NULL` and `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageView` **must** have been created with `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`

• VUID-VkRenderingInfo-colorAttachmentCount-06090
  If `colorAttachmentCount` is not `0` and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, the `layout` member of that element of `pColorAttachments` **must** not be `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`

• VUID-VkRenderingInfo-colorAttachmentCount-06091
  If `colorAttachmentCount` is not `0` and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, if the `resolveMode` member of that element of `pColorAttachments` is not `VK_RESOLVE_MODE_NONE`, its `resolveImageLayout` member **must** not be `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`

• VUID-VkRenderingInfo-pDepthAttachment-06092
  If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->layout` **must** not be `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`

• VUID-VkRenderingInfo-pDepthAttachment-06093
  If `pDepthAttachment` is not `NULL`, `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, and `pDepthAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pDepthAttachment->resolveImageLayout` **must** not be `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`

• VUID-VkRenderingInfo-pStencilAttachment-06094
  If `pStencilAttachment` is not `NULL` and `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, `pStencilAttachment->layout` **must** not be
If `pStencilAttachment` is not `NULL`, `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, and `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageLayout` must not be `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`.

If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, the `layout` member of that element of `pColorAttachments` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `pDepthAttachment` is not `NULL`, `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, and `pDepthAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pDepthAttachment->resolveImageLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `pStencilAttachment` is not `NULL`, `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, and `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, the `layout` member of that element of `pColorAttachments` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL`.

If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->layout` must not be `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`.

If `pStencilAttachment` is not `NULL`, `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, and `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, if the `resolveMode` member of that element of `pColorAttachments` is not `VK_RESOLVE_MODE_NONE`, its `resolveImageLayout` member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->layout` must not be `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`.

If `pStencilAttachment` is not `NULL`, `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, and `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, if the `resolveMode` member of that element of `pColorAttachments` is not `VK_RESOLVE_MODE_NONE`, its `resolveImageLayout` member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL`.

If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->layout` must not be `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`.

If `pStencilAttachment` is not `NULL` and `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, and `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, if the `resolveMode` member of that element of `pColorAttachments` is not `VK_RESOLVE_MODE_NONE`, its `resolveImageLayout` member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL`.

If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->layout` must not be `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`.
• VUID-VkRenderingInfo-pDepthAttachment-07733
  If pDepthAttachment is not NULL, pDepthAttachment->imageView is not VK_NULL_HANDLE, and pDepthAttachment->resolveMode is not VK_RESOLVE_MODE_NONE, pDepthAttachment->resolveImageLayout must not be VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkRenderingInfo-pStencilAttachment-07734
  If pStencilAttachment is not NULL and pStencilAttachment->imageView is not VK_NULL_HANDLE, pStencilAttachment->layout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL

• VUID-VkRenderingInfo-pStencilAttachment-07735
  If pStencilAttachment is not NULL, pStencilAttachment->imageView is not VK_NULL_HANDLE, and pStencilAttachment->resolveMode is not VK_RESOLVE_MODE_NONE, pStencilAttachment->resolveImageLayout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL

• VUID-VkRenderingInfo-pDepthAttachment-06102
  If pDepthAttachment is not NULL and pDepthAttachment->imageView is not VK_NULL_HANDLE, pDepthAttachment->resolveMode must be one of the bits set in VkPhysicalDeviceDepthStencilResolveProperties::supportedDepthResolveModes

• VUID-VkRenderingInfo-pStencilAttachment-06103
  If pStencilAttachment is not NULL and pStencilAttachment->imageView is not VK_NULL_HANDLE, pStencilAttachment->resolveMode must be one of the bits set in VkPhysicalDeviceDepthStencilResolveProperties::supportedStencilResolveModes

• VUID-VkRenderingInfo-pDepthAttachment-06104
  If pDepthAttachment or pStencilAttachment are both not NULL, pDepthAttachment->imageView and pStencilAttachment->imageView are both not VK_NULL_HANDLE, and VkPhysicalDeviceDepthStencilResolveProperties::independentResolveNone is VK_FALSE, the resolveMode of both structures must be the same value

• VUID-VkRenderingInfo-pDepthAttachment-06105
  If pDepthAttachment or pStencilAttachment are both not NULL, pDepthAttachment->imageView and pStencilAttachment->imageView are both not VK_NULL_HANDLE, VkPhysicalDeviceDepthStencilResolveProperties::independentResolve is VK_FALSE, and the resolveMode of neither structure is VK_RESOLVE_MODE_NONE, the resolveMode of both structures must be the same value

• VUID-VkRenderingInfo-colorAttachmentCount-06106
  colorAttachmentCount must be less than or equal to VkPhysicalDeviceLimits::maxColorAttachments

• VUID-VkRenderingInfo-pNext-06119
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0 and the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, imageView must have a width greater than or equal to

\[
\text{renderArea} + \text{renderAreaWidth} + \text{shadingRateAttachmentTexelSizeWidth}
\]

• VUID-VkRenderingInfo-pNext-06121
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its
deviceRenderAreaCount member is equal to 0 and the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, imageView must have a height greater than or equal to
\[
\text{renderArea} + \text{renderAreaWidth} \times \text{shadingRateAttachmentTexelSizeWidth}
\]

**VUID-VkRenderingInfo-pNext-06120**
If the pNext chain contains a VkDeviceGroupRenderPassBeginInfo structure, its deviceRenderAreaCount member is not 0, and the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, imageView must have a width greater than or equal to
\[
\text{renderArea} + \text{renderAreaHeight} \times \text{shadingRateAttachmentTexelSizeHeight}
\]
for each element of pDeviceRenderAreas.

**VUID-VkRenderingInfo-pNext-06122**
If the pNext chain contains a VkDeviceGroupRenderPassBeginInfo structure, its deviceRenderAreaCount member is not 0, and the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, imageView must have a height greater than or equal to
\[
\text{renderArea} + \text{renderAreaHeight} \times \text{shadingRateAttachmentTexelSizeHeight}
\]
for each element of pDeviceRenderAreas.

**VUID-VkRenderingInfo-layerCount-07817**
layerCount must be less than or equal to maxFramebufferLayers.

**VUID-VkRenderingInfo-imageView-06123**
If the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, and viewMask is 0, imageView must have a layerCount that is either equal to 1 or greater than or equal to layerCount.

**VUID-VkRenderingInfo-imageView-06124**
If the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, and viewMask is not 0, imageView must have a layerCount that either equal to 1 or greater than or equal to the index of the most significant bit in viewMask.

**VUID-VkRenderingInfo-imageView-06125**
If the imageView member of a VkRenderingFragmentShadingRateAttachmentInfoKHR structure included in the pNext chain is not VK_NULL_HANDLE, it must not be equal to the imageView or resolveImageView member of pDepthAttachment, pStencilAttachment, or any element of pColorAttachments.

**VUID-VkRenderingInfo-multiview-06127**
If the multiview feature is not enabled, viewMask must be 0.

**VUID-VkRenderingInfo-viewMask-06128**
The index of the most significant bit in viewMask must be less than maxMultiviewViewCount.

**VUID-VkRenderingInfo-None-09044**
Valid attachments specified by this structure must not be bound to memory locations that are bound to any other valid attachments specified by this structure.

**VUID-VkRenderingInfo-flags-09381**
If flags includes VK_RENDERING_CONTENTS_INLINE_BIT_EXT then the nestedCommandBuffer feature must be enabled.
If `colorAttachmentCount` is not 0 and the `imageView` member of an element of `pColorAttachments` is not `VK_NULL_HANDLE`, that `imageView` must have been created with the identity swizzle.

If `colorAttachmentCount` is not 0, and there is an element of `pColorAttachments` with its `imageView` member not set to `VK_NULL_HANDLE` and its `resolveMode` member not set to `VK_RESOLVE_MODE_NONE`, the `resolveImageView` member of that element of `pColorAttachments` must have been created with the identity swizzle.

If `pDepthAttachment` is not `NULL` and `pDepthAttachment->imageView` is not `VK_NULL_HANDLE`, `pDepthAttachment->imageView` must have been created with the identity swizzle.

If `pDepthAttachment` is not `NULL`, `pDepthAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pDepthAttachment->resolveImageView` must have been created with the identity swizzle.

If `pStencilAttachment` is not `NULL` and `pStencilAttachment->imageView` is not `VK_NULL_HANDLE`, `pStencilAttachment->imageView` must have been created with the identity swizzle.

If `pStencilAttachment` is not `NULL`, `pStencilAttachment->resolveMode` is not `VK_RESOLVE_MODE_NONE`, `pStencilAttachment->resolveImageView` must have been created with the identity swizzle.

If the `imageView` member of a `VkRenderingFragmentShadingRateAttachmentInfoKHR` structure included in the `pNext` chain is not `VK_NULL_HANDLE`, it must have been created with the identity swizzle.

Valid Usage (Implicit)

- **VUID-VkRenderingInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_RENDERING_INFO`.

- **VUID-VkRenderingInfo-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`, `VkMultiviewPerViewAttributesInfoNVX`, `VkRenderingFragmentDensityMapAttachmentInfoEXT`, or `VkRenderingFragmentShadingRateAttachmentInfoKHR`.

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

- **VUID-VkRenderingInfo-flags-parameter**
  
  `flags` must be a valid combination of `VkRenderingFlagBits` values.
If `colorAttachmentCount` is not 0, `pColorAttachments` must be a valid pointer to an array of `colorAttachmentCount` valid `VkRenderingAttachmentInfo` structures.

If `pDepthAttachment` is not `NULL`, `pDepthAttachment` must be a valid pointer to a valid `VkRenderingAttachmentInfo` structure.

If `pStencilAttachment` is not `NULL`, `pStencilAttachment` must be a valid pointer to a valid `VkRenderingAttachmentInfo` structure.

Bits which can be set in `VkRenderingInfo::flags` describing additional properties of the render pass are:

```c
// Provided by VK_VERSION_1_3
typedef enum VkRenderingFlagBits {
    VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT = 0x00000001,
    VK_RENDERING_SUSPENDING_BIT = 0x00000002,
    VK_RENDERING_RESUMING_BIT = 0x00000004,
// Provided by VK_EXT_nested_command_buffer
    VK_RENDERING_CONTENTS_INLINE_BIT_EXT = 0x00000010,
    VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT_KHR = VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT,
    VK_RENDERING_SUSPENDING_BIT_KHR = VK_RENDERING_SUSPENDING_BIT,
    VK_RENDERING_RESUMING_BIT_KHR = VK_RENDERING_RESUMING_BIT,
} VkRenderingFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_dynamic_rendering
typedef VkRenderingFlagBits VkRenderingFlagBitsKHR;
```

- `VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT` specifies that draw calls for the render pass instance will be recorded in secondary command buffers. If the `nestedCommandBuffer` feature is enabled, the draw calls can come from both inline and `vkCmdExecuteCommands`.
- `VK_RENDERING_RESUMING_BIT` specifies that the render pass instance is resuming an earlier suspended render pass instance.
- `VK_RENDERING_SUSPENDING_BIT` specifies that the render pass instance will be suspended.
- `VK_RENDERING_CONTENTS_INLINE_BIT_EXT` specifies that draw calls for the render pass instance can be recorded inline within the current command buffer. When the `nestedCommandBuffer` feature is enabled this can be combined with the `VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT` bit to allow draw calls to be recorded both inline and in secondary command buffers.

The contents of `pRenderingInfo` must match between suspended render pass instances and the render pass instances that resume them, other than the presence or absence of the
VK_RENDERING_RESUMING_BIT, VK_RENDERING_SUSPENDING_BIT, and VK_RENDERING_CONTENTS_SECONDARY_COMMAND_BUFFERS_BIT flags. No action or synchronization commands, or other render pass instances, are allowed between suspending and resuming render pass instances.

```c
// Provided by VK_VERSION_1_3
typedef VkFlags VkRenderingFlags;
```

or the equivalent

```c
// Provided by VK_KHR_dynamic_rendering
typedef VkRenderingFlags VkRenderingFlagsKHR;
```

VkRenderingFlags is a bitmask type for setting a mask of zero or more VkRenderingFlagBits.

The VkRenderingAttachmentInfo structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkRenderingAttachmentInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageView imageView;
    VkImageLayout imageLayout;
    VkResolveModeFlagBits resolveMode;
    VkImageView resolveImageView;
    VkImageLayout resolveImageLayout;
    VkAttachmentLoadOp loadOp;
    VkAttachmentStoreOp storeOp;
    VkClearValue clearValue;
} VkRenderingAttachmentInfo;
```

or the equivalent

```c
// Provided by VK_KHR_dynamic_rendering
typedef VkRenderingAttachmentInfo VkRenderingAttachmentInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **imageView** is the image view that will be used for rendering.
- **imageLayout** is the layout that imageView will be in during rendering.
- **resolveMode** is a VkResolveModeFlagBits value defining how data written to imageView will be resolved into resolveImageView.
- **resolveImageView** is an image view used to write resolved data at the end of rendering.
• `resolveImageLayout` is the layout that `resolveImageView` will be in during rendering.
• `loadOp` is a `VkAttachmentLoadOp` value defining the load operation for the attachment.
• `storeOp` is a `VkAttachmentStoreOp` value defining the store operation for the attachment.
• `clearValue` is a `VkClearValue` structure defining values used to clear `imageView` when `loadOp` is `VK_ATTACHMENT_LOAD_OP_CLEAR`.

Values in `imageView` are loaded and stored according to the values of `loadOp` and `storeOp`, within the render area for each device specified in `VkRenderingInfo`. If `imageView` is `VK_NULL_HANDLE`, other members of this structure are ignored; writes to this attachment will be discarded, and no load, store, or multisample resolve operations will be performed.

If `resolveMode` is `VK_RESOLVE_MODE_NONE`, then `resolveImageView` is ignored. If `resolveMode` is not `VK_RESOLVE_MODE_NONE`, and `resolveImageView` is not `VK_NULL_HANDLE`, a render pass multisample resolve operation is defined for the attachment subresource.

**Note**
The resolve mode and store operation are independent; it is valid to write both resolved and unresolved values, and equally valid to discard the unresolved values while writing the resolved ones.

Store and resolve operations are only performed at the end of a render pass instance that does not specify the `VK_RENDERING_SUSPENDING_BIT_KHR` flag.

Load operations are only performed at the beginning of a render pass instance that does not specify the `VK_RENDERING_RESUMING_BIT_KHR` flag.

Image contents at the end of a suspended render pass instance remain defined for access by a resuming render pass instance.

### Valid Usage

- **VUID-VkRenderingAttachmentInfo-imageView-06129**
  If `imageView` is not `VK_NULL_HANDLE` and has a non-integer color format, `resolveMode` must be `VK_RESOLVE_MODE_NONE` or `VK_RESOLVE_MODE_AVERAGE_BIT`.

- **VUID-VkRenderingAttachmentInfo-imageView-06130**
  If `imageView` is not `VK_NULL_HANDLE` and has an integer color format, `resolveMode` must be `VK_RESOLVE_MODE_NONE` or `VK_RESOLVE_MODE_SAMPLE_ZERO_BIT`.

- **VUID-VkRenderingAttachmentInfo-imageView-06861**
  `imageView` must not have a sample count of `VK_SAMPLE_COUNT_1_BIT` if all of the following hold:
  - `imageView` is not `VK_NULL_HANDLE`
  - `resolveMode` is not `VK_RESOLVE_MODE_NONE`

- **VUID-VkRenderingAttachmentInfo-imageView-06862**
  `resolveImageView` must not be `VK_NULL_HANDLE` if all of the following hold:
  - `imageView` is not `VK_NULL_HANDLE`
• resolveMode is not VK_RESOLVE_MODE_NONE

• VUID-VkRenderingAttachmentInfo-imageView-06864
  If imageView is not VK_NULL_HANDLE, resolveImageView is not VK_NULL_HANDLE, and resolveMode is not VK_RESOLVE_MODE_NONE, resolveImageView must have a sample count of VK_SAMPLE_COUNT_1_BIT

• VUID-VkRenderingAttachmentInfo-imageView-06865
  If imageView is not VK_NULL_HANDLE, resolveImageView is not VK_NULL_HANDLE, and resolveMode is not VK_RESOLVE_MODE_NONE, imageView and resolveImageView must have the same VkFormat

• VUID-VkRenderingAttachmentInfo-imageView-06135
  If imageView is not VK_NULL_HANDLE, imageLayout must not be VK_IMAGE_LAYOUT_UNDEFINED, VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL, VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL, or VK_IMAGE_LAYOUT_PREINITIALIZED

• VUID-VkRenderingAttachmentInfo-imageView-06136
  If imageView is not VK_NULL_HANDLE and resolveMode is not VK_RESOLVE_MODE_NONE, resolveImageLayout must not be VK_IMAGE_LAYOUT_UNDEFINED, VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL, VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL, or VK_IMAGE_LAYOUT_PREINITIALIZED

• VUID-VkRenderingAttachmentInfo-imageView-06137
  If imageView is not VK_NULL_HANDLE and resolveMode is not VK_RESOLVE_MODE_NONE, resolveImageLayout must not be VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkRenderingAttachmentInfo-imageView-06142
  If imageView is not VK_NULL_HANDLE and resolveMode is not VK_RESOLVE_MODE_NONE, resolveImageLayout must not be VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR

• VUID-VkRenderingAttachmentInfo-imageView-06143
  If imageView is not VK_NULL_HANDLE, imageLayout must not be VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR

• VUID-VkRenderingAttachmentInfo-imageView-06144
  If imageView is not VK_NULL_HANDLE and resolveMode is not VK_RESOLVE_MODE_NONE, resolveImageLayout must not be VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR

• VUID-VkRenderingAttachmentInfo-imageView-06145
  If imageView is not VK_NULL_HANDLE, imageLayout must not be VK_IMAGE_LAYOUT_PRESENT_SRC_KHR

• VUID-VkRenderingAttachmentInfo-imageView-06146
  If imageView is not VK_NULL_HANDLE and resolveMode is not VK_RESOLVE_MODE_NONE, resolveImageLayout must not be VK_IMAGE_LAYOUT_PRESENT_SRC_KHR

Valid Usage (Implicit)

• VUID-VkRenderingAttachmentInfo-sType-sType
**sType** must be `VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_INFO`

- **VUID-VkRenderingAttachmentInfo-pNext-pNext**
  pNext must be **NULL**

- **VUID-VkRenderingAttachmentInfo-imageView-parameter**
  If `imageView` is not `VK_NULL_HANDLE`, `imageView` must be a valid `VkImageView` handle

- **VUID-VkRenderingAttachmentInfo-imageLayout-parameter**
  `imageLayout` must be a valid `VkImageLayout` value

- **VUID-VkRenderingAttachmentInfo-resolveMode-parameter**
  If `resolveMode` is not `0`, `resolveMode` must be a valid `VkResolveModeFlagBits` value

- **VUID-VkRenderingAttachmentInfo-resolveImageView-parameter**
  If `resolveImageView` is not `VK_NULL_HANDLE`, `resolveImageView` must be a valid `VkImageView` handle

- **VUID-VkRenderingAttachmentInfo-resolveImageLayout-parameter**
  `resolveImageLayout` must be a valid `VkImageLayout` value

- **VUID-VkRenderingAttachmentInfo-loadOp-parameter**
  `loadOp` must be a valid `VkAttachmentLoadOp` value

- **VUID-VkRenderingAttachmentInfo-storeOp-parameter**
  `storeOp` must be a valid `VkAttachmentStoreOp` value

- **VUID-VkRenderingAttachmentInfo-clearValue-parameter**
  `clearValue` must be a valid `VkClearValue` union

- **VUID-VkRenderingAttachmentInfo-commonparent**
  Both of `imageView` and `resolveImageView` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`

The `VkRenderingFragmentShadingRateAttachmentInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
typedef struct VkRenderingFragmentShadingRateAttachmentInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkImageView imageView;
    VkImageLayout imageLayout;
    VkExtent2D shadingRateAttachmentTexelSize;
} VkRenderingFragmentShadingRateAttachmentInfoKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **imageView** is the image view that will be used as a fragment shading rate attachment.
- **imageLayout** is the layout that `imageView` will be in during rendering.
- **shadingRateAttachmentTexelSize** specifies the number of pixels corresponding to each texel in `imageView`.
This structure can be included in the `pNext` chain of `VkRenderingInfo` to define a fragment shading rate attachment. If `imageView` is `VK_NULL_HANDLE`, 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-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06147**
  If `imageView` is not `VK_NULL_HANDLE`, layout must be `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06148**
  If `imageView` is not `VK_NULL_HANDLE`, it must have been created with `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06149**
  If `imageView` is not `VK_NULL_HANDLE`, `shadingRateAttachmentTexelSize.width` must be a power of two.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06150**
  If `imageView` is not `VK_NULL_HANDLE`, `shadingRateAttachmentTexelSize.width` must be less than or equal to `maxFragmentShadingRateAttachmentTexelSize.width`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06151**
  If `imageView` is not `VK_NULL_HANDLE`, `shadingRateAttachmentTexelSize.width` must be greater than or equal to `minFragmentShadingRateAttachmentTexelSize.width`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06152**
  If `imageView` is not `VK_NULL_HANDLE`, `shadingRateAttachmentTexelSize.height` must be a power of two.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06153**
  If `imageView` is not `VK_NULL_HANDLE`, `shadingRateAttachmentTexelSize.height` must be less than or equal to `maxFragmentShadingRateAttachmentTexelSize.height`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06154**
  If `imageView` is not `VK_NULL_HANDLE`, `shadingRateAttachmentTexelSize.height` must be greater than or equal to `minFragmentShadingRateAttachmentTexelSize.height`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06155**
  If `imageView` is not `VK_NULL_HANDLE`, the quotient of `shadingRateAttachmentTexelSize.width` and `shadingRateAttachmentTexelSize.height` must be less than or equal to `maxFragmentShadingRateAttachmentTexelSizeAspectRatio`.

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-06156**
  If `imageView` is not `VK_NULL_HANDLE`, the quotient of `shadingRateAttachmentTexelSize.height` and `shadingRateAttachmentTexelSize.width` must be less than or equal to `maxFragmentShadingRateAttachmentTexelSizeAspectRatio`.

### Valid Usage (Implicit)

- **VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-sType-sType**
sType must be VK_STRUCTURE_TYPE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_INFO_KHR

- VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageView-parameter
  If imageView is not VK_NULL_HANDLE, imageView must be a valid VkImageView handle
- VUID-VkRenderingFragmentShadingRateAttachmentInfoKHR-imageLayout-parameter
  imageLayout must be a valid VkImageLayout value

To query the render area granularity for a render pass instance, call:

```c
// Provided by VK_KHR_maintenance5
void vkGetRenderingAreaGranularityKHR(
    VkDevice device,
    const VkRenderingAreaInfoKHR* pRenderingAreaInfo,
    VkExtent2D* pGranularity);
```

- device is the logical device that owns the render pass instance.
- pRenderingAreaInfo is a pointer to a VkRenderingAreaInfoKHR structure specifying details of the render pass instance to query the render area granularity for.
- 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 each attachment used in the render pass instance.
- 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 each attachment used in the render pass instance.

Valid Usage (Implicit)

- VUID-vkGetRenderingAreaGranularityKHR-device-parameter
  device must be a valid VkDevice handle
- VUID-vkGetRenderingAreaGranularityKHR-pRenderingAreaInfo-parameter
  pRenderingAreaInfo must be a valid pointer to a valid VkRenderingAreaInfoKHR structure
- VUID-vkGetRenderingAreaGranularityKHR-pGranularity-parameter
  pGranularity must be a valid pointer to a VkExtent2D structure

The VkRenderingAreaInfoKHR structure is defined as:
```c
typedef struct VkRenderingAreaInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t viewMask;
    uint32_t colorAttachmentCount;
    const VkFormat* pColorAttachmentFormats;
    VkFormat depthAttachmentFormat;
    VkFormat stencilAttachmentFormat;
} VkRenderingAreaInfoKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **viewMask** is the viewMask used for rendering.
- **colorAttachmentCount** is the number of entries in `pColorAttachmentFormats`.
- **pColorAttachmentFormats** is a pointer to an array of `VkFormat` values defining the format of color attachments used in the render pass instance.
- **depthAttachmentFormat** is a `VkFormat` value defining the format of the depth attachment used in the render pass instance.
- **stencilAttachmentFormat** is a `VkFormat` value defining the format of the stencil attachment used in the render pass instance.

### Valid Usage (Implicit)

- VUID-VkRenderingAreaInfoKHR-sType-sType
  
  **sType** must be `VK_STRUCTURE_TYPE_RENDERING_AREA_INFO_KHR`

- VUID-VkRenderingAreaInfoKHR-pNext-pNext
  
  **pNext** must be `NULL`

To end a render pass instance, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdEndRendering(
    VkCommandBuffer commandBuffer);
```

or the equivalent command

```c
// Provided by VK_KHR_dynamic_rendering
void vkCmdEndRenderingKHR(
    VkCommandBuffer commandBuffer);
```

- **commandBuffer** is the command buffer in which to record the command.
If the value of `pRenderingInfo->flags` used to begin this render pass instance included `VK_RENDERING_SUSPENDING_BIT`, then this render pass is suspended and will be resumed later in submission order.

### Valid Usage

- **VUID-vkCmdEndRendering-None-06161**
  The current render pass instance **must** have been begun with `vkCmdBeginRendering`

- **VUID-vkCmdEndRendering-commandBuffer-06162**
  The current render pass instance **must** have been begun in `commandBuffer`

- **VUID-vkCmdEndRendering-None-06781**
  This command **must** not be recorded when transform feedback is active

- **VUID-vkCmdEndRendering-None-06999**
  If `vkCmdBeginQuery*` was called within the render pass, the corresponding `vkCmdEndQuery*` **must** have been called subsequently within the same subpass

### Valid Usage (Implicit)

- **VUID-vkCmdEndRendering-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle

- **VUID-vkCmdEndRendering-commandBuffer-recording**
  `commandBuffer` **must** be in the recording state

- **VUID-vkCmdEndRendering-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

- **VUID-vkCmdEndRendering-renderpass**
  This command **must** only be called inside of a render pass instance

- **VUID-vkCmdEndRendering-videocoding**
  This command **must** only be called outside of a video coding scope

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized
### 8.1. Render Pass Objects

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...
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.

```
#define VK_ATTACHMENT_UNUSED (~0U)
```
8.2. 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.

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-pAllocationCallbacks-parameter If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
- VUID-vkCreateRenderPass-pRenderPass-parameter `pRenderPass` must be a valid pointer to a `VkRenderPass` handle

Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkRenderPassCreateInfo` structure is defined as:
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 attachmentCount

- VUID-VkRenderPassCreateInfo-pAttachments-00836
  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
• VUID-VkRenderPassCreateInfo-pAttachments-02511
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_STENCIL_READ_ONLY_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL.

• VUID-VkRenderPassCreateInfo-pAttachments-01566
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_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL.

• VUID-VkRenderPassCreateInfo-pAttachments-01567
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_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL.

• VUID-VkRenderPassCreateInfo-pNext-01926
If the pNext chain includes a VkRenderPassInputAttachmentAspectCreateInfo structure, the subpass member of each element of its pAspectReferences member must be less than subpassCount.

• VUID-VkRenderPassCreateInfo-pNext-01927
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.

• VUID-VkRenderPassCreateInfo-pNext-01963
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.

• VUID-VkRenderPassCreateInfo-pNext-01928
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.

• VUID-VkRenderPassCreateInfo-pNext-01929
If the pNext chain includes a VkRenderPassMultiviewCreateInfo structure, if its dependencyCount member is not zero, it must be equal to dependencyCount.

• VUID-VkRenderPassCreateInfo-pNext-01930
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`.

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:

```cpp
// 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.

```cpp
// 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:

```cpp
// 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.

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,  
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,  
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,  
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,  
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,
**initialLayout** must not be **VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL** or **VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL**

- **VUID-VkAttachmentDescription-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-VkAttachmentDescription-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-VkAttachmentDescription-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-VkAttachmentDescription-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-VkAttachmentDescription-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-VkAttachmentDescription-attachmentFeedbackLoopLayout-07309**
  If the **attachmentFeedbackLoopLayout** feature is not enabled, **initialLayout** must not be **VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT**

- **VUID-VkAttachmentDescription-attachmentFeedbackLoopLayout-07310**
  If the **attachmentFeedbackLoopLayout** feature is not enabled, **finalLayout** must not be **VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT**

- **VUID-VkAttachmentDescription-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-VkAttachmentDescription-dynamicRenderingLocalRead-09544**
  If the **dynamicRenderingLocalRead** feature is not enabled, **initialLayout** must not be **VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR**

- **VUID-VkAttachmentDescription-dynamicRenderingLocalRead-09545**
  If the **dynamicRenderingLocalRead** feature is not enabled, **finalLayout** must not be **VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR**

- **VUID-VkAttachmentDescription-format-06698**
  **format** must not be **VK_FORMAT_UNDEFINED**

- **VUID-VkAttachmentDescription-format-06700**
  If **format** includes a stencil component and **stencilLoadOp** is **VK_ATTACHMENT_LOAD_OP_LOAD**, then **initialLayout** must not be **VK_IMAGE_LAYOUT_UNDEFINED**

- **VUID-VkAttachmentDescription-format-03292**
  If **format** is a depth/stencil format which includes only the stencil component,
  **initialLayout** must not be **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL** or
If `format` is a depth/stencil format which includes only the stencil component, `finalLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`.

If `format` is a depth/stencil format which includes both depth and stencil components, `initialLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`.

If `format` is a depth/stencil format which includes both depth and stencil components, `finalLayout` must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`.

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:
• **VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT** specifies that the attachment aliases the same device memory as other attachments.

😇 **VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT** is a bitmask type for setting a mask of zero or more **VkAttachmentDescriptionFlagBits**.

The **VkRenderPassInputAttachmentAspectCreateInfo** structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkRenderPassInputAttachmentAspectCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t aspectReferenceCount;
    const VkInputAttachmentAspectReference* pAspectReferences;
} VkRenderPassInputAttachmentAspectCreateInfo;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance2
typedef VkRenderPassInputAttachmentAspectCreateInfo
VkRenderPassInputAttachmentAspectCreateInfoKHR;
```

• **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:

```c
// Provided by VK_VERSION_1_1
typedef struct VkInputAttachmentAspectReference {
    uint32_t subpass;
    uint32_t inputAttachmentIndex;
    VkImageAspectFlags aspectMask;
} VkInputAttachmentAspectReference;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance2
typedef VkInputAttachmentAspectReference VkInputAttachmentAspectReferenceKHR;
```

- `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:

```c
pCreateInfo->pSubpasses[subpass].pInputAttachments[inputAttachmentIndex]
```

Valid Usage

- VUID-VkInputAttachmentAspectReference-aspectMask-01964
  
  `aspectMask` **must** not include `VK_IMAGE_ASPECT_METADATA_BIT`.
Valid Usage (Implicit)

- VUID-VkInputAttachmentAspectReference-aspectMask-parameter
  aspectMask must be a valid combination of VkImageAspectFlagBits values

- VUID-VkInputAttachmentAspectReference-aspectMask-required bitmask
  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 \((x, y, \text{layer})\) 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`, 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 `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 \(S_1\) that uses or preserves the attachment, and a subpass dependency from \(S_1\) 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 \(S_1\) 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_COLOR_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

- VUID-VkSubpassDescription-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-VkSubpassDescription-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_ATTACHMENT_OPTIMAL_KHR

- VUID-VkSubpassDescription-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_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL

- VUID-VkSubpassDescription-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_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL

- VUID-VkSubpassDescription-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-VkSubpassDescription-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-VkSubpassDescription-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-VkSubpassDescription-pipelineBindPoint-04952
  pipelineBindPoint must be VK_PIPELINE_BIND_POINT_GRAPHICS.

• VUID-VkSubpassDescription-colorAttachmentCount-00845
  colorAttachmentCount must be less than or equal to VkPhysicalDeviceLimits.maxColorAttachments.

• VUID-VkSubpassDescription-loadOp-00846
  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-VkSubpassDescription-pResolveAttachments-00847
  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.

• VUID-VkSubpassDescription-pResolveAttachments-00848
  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-VkSubpassDescription-pResolveAttachments-00849
  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-VkSubpassDescription-pResolveAttachments-00850
  If pResolveAttachments is not NULL, each resolve attachment that is not VK_ATTACHMENT_UNUSED must have the same VkFormat as its corresponding color attachment.

• VUID-VkSubpassDescription-pColorAttachments-09430
  All attachments in pColorAttachments that are not VK_ATTACHMENT_UNUSED must have the same sample count.

• VUID-VkSubpassDescription-pInputAttachments-02647
  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-VkSubpassDescription-pColorAttachments-02648
  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-VkSubpassDescription-pResolveAttachments-02649
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-VkSubpassDescription-pDepthStencilAttachment-02650**
  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-VkSubpassDescription-pDepthStencilAttachment-01418**
  If `pDepthStencilAttachment` is not `VK_ATTACHMENT_UNUSED` and any attachments in `pColorAttachments` are not `VK_ATTACHMENT_UNUSED`, they must have the same sample count.

- **VUID-VkSubpassDescription-attachment-00853**
  Each element of `pPreserveAttachments` must not be `VK_ATTACHMENT_UNUSED`.

- **VUID-VkSubpassDescription-pPreserveAttachments-00854**
  Each element of `pPreserveAttachments` must not also be an element of any other member of the subpass description.

- **VUID-VkSubpassDescription-layout-02519**
  If any attachment is used by more than one `VkAttachmentReference` member, then each use must use the same layout.

- **VUID-VkSubpassDescription-pDepthStencilAttachment-04438**
  `pDepthStencilAttachment` and `pColorAttachments` must not contain references to the same attachment.

---

**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 `VkAttachmentReference` structures.

- **VUID-VkSubpassDescription-pColorAttachments-parameter**
  If `colorAttachmentCount` is not 0, `pColorAttachments` must be a valid pointer to an array of `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 `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.

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

`VkSubpassDescriptionFlags` is a bitmask type for setting a mask of zero or more `VkSubpassDescriptionFlagBits`.

The `VkAttachmentReference` structure is defined as:

```c
// Provided by VK_VERSION_1_0
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 `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-VkAttachmentReference-synchronization2-06910**

435
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

- VUID-VkAttachmentReference-attachmentFeedbackLoopLayout-07311
  If the attachmentFeedbackLoopLayout feature is not enabled, layout must not be
  VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT

- VUID-VkAttachmentReference-dynamicRenderingLocalRead-09546
  If the dynamicRenderingLocalRead feature is not enabled, layout must not be
  VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_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:

```c
// 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-04094
  If the transformFeedback feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT

• 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

• VUID-VkSubpassDependency-dstStageMask-04090
  If the geometryShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

• VUID-VkSubpassDependency-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-VkSubpassDependency-dstStageMask-04094
  If the transformFeedback feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT

• VUID-VkSubpassDependency-dstStageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkSubpassDependency-dstStageMask-03937
  If the synchronization2 feature is not enabled, dstStageMask must not be 0

• VUID-VkSubpassDependency-dstStageMask-07950
  If the rayTracingPipeline feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR
VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR

- VUID-VkSubpassDependency-srcSubpass-00864
  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-VkSubpassDependency-srcSubpass-00865
  srcSubpass and dstSubpass must not both be equal to VK_SUBPASS_EXTERNAL

- VUID-VkSubpassDependency-srcSubpass-06809
  If srcSubpass is equal to dstSubpass and srcStageMask includes a framebuffer-space stage, dstStageMask must only contain framebuffer-space stages

- VUID-VkSubpassDependency-srcAccessMask-00868
  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-VkSubpassDependency-dstAccessMask-00869
  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-VkSubpassDependency-srcSubpass-02243
  If srcSubpass equals dstSubpass, and srcStageMask and dstStageMask both include a framebuffer-space stage, then dependencyFlags must include VK_DEPENDENCY_BY_REGION_BIT

- VUID-VkSubpassDependency-dependencyFlags-02520
  If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, srcSubpass must not be equal to VK_SUBPASS_EXTERNAL

- VUID-VkSubpassDependency-dependencyFlags-02521
  If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, dstSubpass must not be equal to VK_SUBPASS_EXTERNAL

- VUID-VkSubpassDependency-srcSubpass-00872
  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)

- VUID-VkSubpassDependency-srcStageMask-parameter
  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 any two subpasses of a render pass activate transform feedback to the same bound transform feedback buffers, a subpass dependency must be included (either directly or via some intermediate subpasses) between them.

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,
    .dstStageMask = VK_PIPELINE_STAGE_ALL_COMMANDS_BIT,
    .srcAccessMask = 0,
    .dstAccessMask = VK_ACCESS_INPUT_ATTACHMENT_READ_BIT |
        VK_ACCESS_COLOR_ATTACHMENT_READ_BIT |
        VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT |
        VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_READ_BIT |
        VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT,
    .dependencyFlags = 0
};
```
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.

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;
};
```

When drawing using shader objects, or when the graphics pipeline is created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates, the application must specify which types of attachments that are written to during a render pass will also be accessed as non-attachments in the render pass.

To dynamically set whether a pipeline can access a resource as a non-attachment while it is also used as an attachment that is written to, call:

```c
// Provided by VK_EXT_attachment_feedback_loop_dynamic_state
void vkCmdSetAttachmentFeedbackLoopEnableEXT(
  VkCommandBuffer         commandBuffer,
  VkImageAspectFlags     aspectMask);
```

- commandBuffer is the command buffer into which the command will be recorded.
• `aspectMask` specifies the types of attachments for which feedback loops will be enabled. Attachment types whose aspects are not included in `aspectMask` will have feedback loops disabled.

For attachments that are written to in a render pass, only attachments with the aspects specified in `aspectMask` can be accessed as non-attachments by subsequent drawing commands.

### Valid Usage

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-attachmentFeedbackLoopDynamicState-08862
  The `attachmentFeedbackLoopDynamicState` feature must be enabled

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-aspectMask-08863
  `aspectMask` must only include `VK_IMAGE_ASPECT_NONE`, `VK_IMAGE_ASPECT_COLOR_BIT`, `VK_IMAGE_ASPECT_DEPTH_BIT`, and `VK_IMAGE_ASPECT_STENCIL_BIT`

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-attachmentFeedbackLoopLayout-08864
  If the `attachmentFeedbackLoopLayout` feature is not enabled, `aspectMask` must be `VK_IMAGE_ASPECT_NONE`

### Valid Usage (Implicit)

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-aspectMask-parameter
  `aspectMask` must be a valid combination of `VkImageAspectFlagBits` values

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdSetAttachmentFeedbackLoopEnableEXT-videocoding
  This command must only be called outside of a video coding scope

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized
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);
```

or the equivalent command

```c
// Provided by VK_KHR_create_renderpass2
VkResult vkCreateRenderPass2KHR(
    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 sub-structures that include `sType` and `pNext` parameters, allowing them to be more easily extended.

**Valid Usage (Implicit)**

- VUID-vkCreateRenderPass2-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkCreateRenderPass2-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkRenderPassCreateInfo2` structure
If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure.

pRenderPass must be a valid pointer to a VkRenderPass handle.

### Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkRenderPassCreateInfo2 structure is defined as:

```c
// Provided by VK_VERSION_1_2
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;
```

or the equivalent

```c
// Provided by VK_KHR_create_renderpass2
typedef VkRenderPassCreateInfo2 VkRenderPassCreateInfo2KHR;
```

- **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**

446
For any member of \texttt{pAttachments} with a \texttt{loadOp} equal to \texttt{VK_ATTACHMENT_LOAD_OP_CLEAR}, the first use of that attachment \textbf{must} not specify a \texttt{layout} equal to \\
\texttt{VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL}, \\
\texttt{VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL}, or \\
\texttt{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL}.

- **VUID-VkRenderPassCreateInfo2-pAttachments-02523**
  For any member of \texttt{pAttachments} with a \texttt{stencilLoadOp} equal to \texttt{VK_ATTACHMENT_LOAD_OP_CLEAR}, the first use of that attachment \textbf{must} not specify a \texttt{layout} equal to \\
\texttt{VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL}, \\
\texttt{VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL}, or \\
\texttt{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL}.

- **VUID-VkRenderPassCreateInfo2-pDependencies-03054**
  For any element of \texttt{pDependencies}, if the \texttt{srcSubpass} is not \texttt{VK_SUBPASS_EXTERNAL}, all stage flags included in the \texttt{srcStageMask} member of that dependency \textbf{must} be a pipeline stage supported by the \texttt{pipeline} identified by the \texttt{pipelineBindPoint} member of the source subpass.

- **VUID-VkRenderPassCreateInfo2-pDependencies-03055**
  For any element of \texttt{pDependencies}, if the \texttt{dstSubpass} is not \texttt{VK_SUBPASS_EXTERNAL}, all stage flags included in the \texttt{dstStageMask} member of that dependency \textbf{must} be a pipeline stage supported by the \texttt{pipeline} identified by the \texttt{pipelineBindPoint} member of the destination subpass.

- **VUID-VkRenderPassCreateInfo2-pCorrelatedViewMasks-03056**
  The set of bits included in any element of \texttt{pCorrelatedViewMasks} \textbf{must} not overlap with the set of bits included in any other element of \texttt{pCorrelatedViewMasks}.

- **VUID-VkRenderPassCreateInfo2-viewMask-03057**
  If the \texttt{VkSubpassDescription2::viewMask} member of all elements of \texttt{pSubpasses} is \texttt{0}, \texttt{correlatedViewMaskCount} \textbf{must} be \texttt{0}.

- **VUID-VkRenderPassCreateInfo2-viewMask-03058**
  The \texttt{VkSubpassDescription2::viewMask} member of all elements of \texttt{pSubpasses} \textbf{must} either all be \texttt{0}, or all not be \texttt{0}.

- **VUID-VkRenderPassCreateInfo2-viewMask-03059**
  If the \texttt{VkSubpassDescription2::viewMask} member of all elements of \texttt{pSubpasses} is \texttt{0}, the \texttt{dependencyFlags} member of any element of \texttt{pDependencies} \textbf{must} not include \texttt{VK_DEPENDENCY_VIEW_LOCAL_BIT}.

- **VUID-VkRenderPassCreateInfo2-pDependencies-03060**
  For any element of \texttt{pDependencies} where its \texttt{srcSubpass} member equals its \texttt{dstSubpass} member, if the \texttt{viewMask} member of the corresponding element of \texttt{pSubpasses} includes more than one bit, its \texttt{dependencyFlags} member \textbf{must} include \texttt{VK_DEPENDENCY_VIEW_LOCAL_BIT}.

- **VUID-VkRenderPassCreateInfo2-attachment-02525**
  If the \texttt{attachment} member of any element of the \texttt{pInputAttachments} member of any element of \texttt{pSubpasses} is not \texttt{VK_ATTACHMENT_UNUSED}, the \texttt{aspectMask} member of that element of \texttt{pInputAttachments} \textbf{must} only include aspects that are present in images of the format specified by the element of \texttt{pAttachments} specified by \texttt{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-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`. 
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;
```

or the equivalent

```c
// Provided by VK_KHR_create_renderpass2
typedef VkAttachmentDescription2 VkAttachmentDescription2KHR;
```

- `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
- 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-03286
  If format is a color format, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

- VUID-VkAttachmentDescription2-format-03287
  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
  451

- 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-03288
  If format is a color format, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_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
  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-03289
  If format is a color format, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL
  or
  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
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`.

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`.

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`.

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`.

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`.

If the `attachmentFeedbackLoopLayout` feature is not enabled, `initialLayout` must not be `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT`.

If the `attachmentFeedbackLoopLayout` feature is not enabled, `finalLayout` must not be `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT`.

`samples` must be a valid `VkSampleCountFlagBits` value that is set in `imageCreateSampleCounts` (as defined in `Image Creation Limits`) for the given `format`.

If the `dynamicRenderingLocalRead` feature is not enabled, `initialLayout` must not be `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR`.

If the `dynamicRenderingLocalRead` feature is not enabled, `finalLayout` must not be `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR`.

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`.

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`.
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.

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.

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`.

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`.

`format` must not be `VK_FORMAT_UNDEFINED`.

**Valid Usage (Implicit)**

- `sType` must be `VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2`.
- `pNext` must be `NULL` or a pointer to a valid instance of `VkAttachmentDescriptionStencilLayout`.
- The `sType` value of each struct in the `pNext` chain must be unique.
- `flags` must be a valid combination of `VkAttachmentDescriptionFlagBits` values.
- `format` must be a valid `VkFormat` value.
- `samples` must be a valid `VkSampleCountFlagBits` value.
- `loadOp` must be a valid `VkAttachmentLoadOp` value.
- `storeOp` must be a valid `VkAttachmentStoreOp` value.
- `stencilLoadOp` must be a valid `VkAttachmentLoadOp` value.
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;
```

or the equivalent

```c
// Provided by VK_KHR_separate_depth_stencil_layouts
typedef VkAttachmentDescriptionStencilLayout VkAttachmentDescriptionStencilLayoutKHR;
```

- `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_STENCIL_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL, or 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_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_ATTACHMENT_OPTIMAL
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL, or
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;
```

or the equivalent

```c
// Provided by VK_KHR_create_renderpass2
typedef VkSubpassDescription2 VkSubpassDescription2KHR;
```

- `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_OPTIMAL` or `VK_IMAGE_LAYOUT_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_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_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_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_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

- VUID-VkSubpassDescription2-pDepthStencilAttachment-04440
  An attachment must not be used in both pDepthStencilAttachment and pColorAttachments

- 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 VkSubpassDescriptionDepthStencilResolve

- VUID-VkSubpassDescription2-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkSubpassDescription2-flags-zerobitmask
  flags must be 0

- VUID-VkSubpassDescription2-pipelineBindPoint-parameter
  pipelineBindPoint must be a valid VkPipelineBindPoint value

- VUID-VkSubpassDescription2-pInputAttachments-parameter
  If inputAttachmentCount is not 0, pInputAttachments must be a valid pointer to an array of
• VUID-VkSubpassDescription2-pColorAttachments-parameter
  If colorAttachmentCount is not 0, pColorAttachments must be a valid pointer to an array of colorAttachmentCount valid VkAttachmentReference2 structures

• VUID-VkSubpassDescription2-pResolveAttachments-parameter
  If colorAttachmentCount is not 0, and pResolveAttachments is not NULL, pResolveAttachments must be a valid pointer to an array of colorAttachmentCount valid VkAttachmentReference2 structures

• VUID-VkSubpassDescription2-pDepthStencilAttachment-parameter
  If pDepthStencilAttachment is not NULL, pDepthStencilAttachment must be a valid pointer to a valid VkAttachmentReference2 structure

• VUID-VkSubpassDescription2-pPreserveAttachments-parameter
  If preserveAttachmentCount is not 0, pPreserveAttachments must be a valid pointer to an array of preserveAttachmentCount uint32_t values

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;
```

or the equivalent

```c
// Provided by VK_KHR_depth_stencil_resolve
typedef VkSubpassDescriptionDepthStencilResolve
VkSubpassDescriptionDepthStencilResolveKHR;
```

- `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 `pNext` chain of VkSubpassDescription2 includes a VkSubpassDescriptionDepthStencilResolve structure, then that structure describes multisample resolve operations for the depth/stencil attachment in a subpass. If this structure is not included in the `pNext` chain of VkSubpassDescription2, or if it is and either `pDepthStencilResolveAttachment` is NULL or its
attachment index is `VK_ATTACHMENT_UNUSED`, it indicates that no depth/stencil resolve attachment will be used in the subpass.

### Valid Usage

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03177**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, `pDepthStencilAttachment` must not be `NULL` or have the value `VK_ATTACHMENT_UNUSED`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03179**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, `pDepthStencilAttachment` must not have a sample count of `VK_SAMPLE_COUNT_1_BIT`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03180**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, `pDepthStencilResolveAttachment` must have a sample count of `VK_SAMPLE_COUNT_1_BIT`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-02651**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, and `VkFormat` of `pDepthStencilResolveAttachment` has a depth component, then the `VkFormat` of `pDepthStencilAttachment` must have a depth component with the same number of bits and numeric format.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03181**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, and `VkFormat` of `pDepthStencilResolveAttachment` has a stencil component, then the `VkFormat` of `pDepthStencilAttachment` must have a stencil component with the same number of bits and numeric format.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03178**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, `depthResolveMode` and `stencilResolveMode` must not both be `VK_RESOLVE_MODE_NONE`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-depdepthResolveMode-03183**
  
  If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED` and the `VkFormat` of `pDepthStencilResolveAttachment` has a depth component, then the value of `depthResolveMode` must be one of the bits set in `VkPhysicalDeviceDepthStencilResolveProperties::supportedDepthResolveModes` or `VK_RESOLVE_MODE_NONE`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-stencilResolveMode-03184**
  
  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`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03185**
  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.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03186**
  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)

- **VUID-VkSubpassDescriptionDepthStencilResolve-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE`.

- **VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-parameter**
  If `pDepthStencilResolveAttachment` is not `NULL`, `pDepthStencilResolveAttachment` must be a valid pointer to a valid `VkAttachmentReference2` structure.

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`.

- **VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04531**
  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;
```

or the equivalent

```c
// Provided by VK_KHR_create_renderpass2
typedef VkAttachmentReference2 VkAttachmentReference2KHR;
```

- **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`.

- **VUID-VkAttachmentReference2-attachmentFeedbackLoopLayout-07311**
  If the `attachmentFeedbackLoopLayout` feature is not enabled, `layout` must not be `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT`.

- **VUID-VkAttachmentReference2-dynamicRenderingLocalRead-09546**
  If the `dynamicRenderingLocalRead` feature is not enabled, `layout` must not be `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_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**
The `VkAttachmentReferenceStencilLayout` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkAttachmentReferenceStencilLayout {
    VkStructureType sType;
    void* pNext;
    VkImageLayout stencilLayout;
} VkAttachmentReferenceStencilLayout;
```

or the equivalent

```c
// Provided by VK_KHR_separate_depth_stencil_layouts
typedef VkAttachmentReferenceStencilLayout VkAttachmentReferenceStencilLayoutKHR;
```

- **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`, or `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`

## 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:
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;

or the equivalent

typedef VkSubpassDependency2 VkSubpassDependency2KHR;

• 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 `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`

- VUID-VkSubpassDependency2-srcStageMask-04094
  If the `transformFeedback` feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT`

- 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-04094
  If the `transformFeedback` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT`

- 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-dstStageMask-07950
  If the `rayTracingPipeline` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR`

- 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_SUBPASSDEPENDENCY_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**
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
- VUID-vkDestroyRenderPass-renderPass-00874
  If **VkAllocationCallbacks** were provided when **renderPass** was created, a compatible set of callbacks must be provided here
- VUID-vkDestroyRenderPass-renderPass-00875
  If no **VkAllocationCallbacks** were provided when **renderPass** was created, **pAllocator** must be **NULL**

### 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-parameter
  If **pAllocator** is not **NULL**, **pAllocator** must be a valid pointer to a valid **VkAllocationCallbacks** structure
- 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
8.3. 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 and depth/stencil resolve mode 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.

8.4. 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.

### Valid Usage

- **VUID-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.

### Valid Usage (Implicit)

- **VUID-vkCreateFramebuffer-device-parameter**
  `device` must be a valid *VkDevice* handle.

- **VUID-vkCreateFramebuffer-pCreateInfo-parameter**
  `pCreateInfo` must be a valid pointer to a valid *VkFramebufferCreateInfo* structure.

- **VUID-vkCreateFramebuffer-pAllocator-parameter**
  If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid *VkAllocationCallbacks* structure.

- **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:
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-flags-04533
  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

- VUID-VkFramebufferCreateInfo-flags-04534
  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

- VUID-VkFramebufferCreateInfo-flags-04535
  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

- VUID-VkFramebufferCreateInfo-renderPass-04536
  If renderPass was specified with non-zero view masks, each element of pAttachments that is
used as an input, color, resolve, or depth/stencil attachment by renderPass must have a layerCount greater than the index of the most significant bit set in any of those view masks

- VUID-VkFramebufferCreateInfo-flags-04537
  If flags does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, and 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

- VUID-VkFramebufferCreateInfo-flags-04538
  If flags does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, and renderPass was not 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 layers

- VUID-VkFramebufferCreateInfo-renderPass-08921
  If renderPass was specified with non-zero view masks, each element of pAttachments that is used as a fragment shading rate attachment must have a layerCount equal to 1 or greater than the index of the most significant bit set in any of those view masks

- VUID-VkFramebufferCreateInfo-pAttachments-00883
  If flags does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of pAttachments must only specify a single mip level

- VUID-VkFramebufferCreateInfo-pAttachments-00884
  If flags does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of pAttachments must have been created with the identity swizzle

- VUID-VkFramebufferCreateInfo-width-00885
  width must be greater than 0

- VUID-VkFramebufferCreateInfo-width-00886
  width must be less than or equal to maxFramebufferWidth

- VUID-VkFramebufferCreateInfo-height-00887
  height must be greater than 0

- VUID-VkFramebufferCreateInfo-height-00888
  height must be less than or equal to maxFramebufferHeight
layers must be greater than 0

- VUID-VkFramebufferCreateInfo-layers-00890
  layers must be less than or equal to maxFramebufferLayers

- VUID-VkFramebufferCreateInfo-renderPass-02531
  If renderPass was specified with non-zero view masks, layers must be 1

- VUID-VkFramebufferCreateInfo-pAttachments-00891
  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

- VUID-VkFramebufferCreateInfo-imagelessFramebuffer-03189
  If the imagelessFramebuffer feature is not enabled, flags must not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT

- VUID-VkFramebufferCreateInfo-flags-03190
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the pNext chain must include a VkFramebufferAttachmentsCreateInfo structure

- VUID-VkFramebufferCreateInfo-flags-03191
  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

- VUID-VkFramebufferCreateInfo-flags-04541
  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

- VUID-VkFramebufferCreateInfo-flags-04542
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the height 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 height

- VUID-VkFramebufferCreateInfo-flags-04543
  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 a fragment shading rate attachment must be greater than or equal to ⌈width / texelWidth⌉, where texelWidth is the largest value of shadingRateAttachmentTexelSize.width in a VkFragmentShadingRateAttachmentInfoKHR which references that attachment

- VUID-VkFramebufferCreateInfo-flags-04544
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the height member of any element of the pAttachmentImageInfos member of a VkFramebufferAttachmentsCreateInfo structure in the pNext chain that is used as a fragment shading rate attachment must be greater than or equal to ⌈height / texelHeight⌉, where texelHeight is the largest value of shadingRateAttachmentTexelSize.height in a VkFragmentShadingRateAttachmentInfoKHR which references that attachment
If `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `layerCount` member of any element of the `pAttachmentImageInfos` member of a `VkFramebufferAttachmentsCreateInfo` structure in the `pNext` chain that is used as a fragment shading rate attachment must be either 1, or greater than or equal to `layers`.

If `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT` and `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 multitexture is enabled for `renderPass` and `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `layerCount` member of any element of the `pAttachmentImageInfos` member of a `VkFramebufferAttachmentsCreateInfo` structure included in the `pNext` chain used as an input, color, resolve, or depth/stencil attachment in `renderPass` must be greater than the maximum bit index set in the view mask in the subpasses in which it is used in `renderPass`.

If multitexture is not enabled for `renderPass` and `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `layerCount` member of any element of the `pAttachmentImageInfos` member of a `VkFramebufferAttachmentsCreateInfo` structure included in the `pNext` chain used as an input, color, resolve, or depth/stencil attachment in `renderPass` must be greater than or equal to `layers`.

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 color attachment or resolve attachment by `renderPass` must include `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT`.

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`.

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 resolve attachment by `renderPass` must include `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`.

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`.
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`.

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`.

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`.

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`.

**Valid Usage (Implicit)**

- `sType` must be `VK_STRUCTURE_TYPE_FRAMEBUFFER_CREATE_INFO`.
- `pNext` must be `NULL` or a pointer to a valid instance of `VkFramebufferAttachmentsCreateInfo`.
- The `sType` value of each struct in the `pNext` chain must be unique.
- `flags` must be a valid combination of `VkFramebufferCreateFlagBits` values.
- `renderPass` must be a valid `VkRenderPass` handle.
- 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:
// Provided by VK_VERSION_1_2
typedef struct VkFramebufferAttachmentsCreateInfo {
    VkStructureType           sType;
    const void*               pNext;
    uint32_t                  attachmentImageInfoCount;
    const VkFramebufferAttachmentImageInfo* pAttachmentImageInfos;
} VkFramebufferAttachmentsCreateInfo;

or the equivalent

// Provided by VK_KHR_imageless_framebuffer
typedef VkFramebufferAttachmentsCreateInfo VkFramebufferAttachmentsCreateInfoKHR;

• `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;

or the equivalent
// Provided by VK_KHR_imageless_framebuffer
typedef VkFramebufferAttachmentImageInfo VkFramebufferAttachmentImageInfoKHR;

- **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`

- 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-requiredbitmask
  
  `usage` **must** not be 0
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:

```c
typedef enum VkFramebufferCreateFlagBits {
    // Provided by VK_VERSION_1_0
    VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT = 0x00000001,
    // Provided by VK_KHR_imageless_framebuffer
    VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT_KHR = VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT,
} 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.

```c
typedef VkFlags VkFramebufferCreateFlags;
```

`VkFramebufferCreateFlags` is a bitmask type for setting a mask of zero or more `VkFramebufferCreateFlagBits`.

To destroy a framebuffer, call:

```c
void vkDestroyFramebuffer(
    VkDevice device,            // Provided by VK_VERSION_1_0
    VkFramebuffer framebuffer,  // Provided by VK_VERSION_1_0
    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.

### Valid Usage

- **VUID-vkDestroyFramebuffer-framebuffer-00892**
  All submitted commands that refer to `framebuffer` must have completed execution.

- **VUID-vkDestroyFramebuffer-framebuffer-00893**
  If `VkAllocationCallbacks` were provided when `framebuffer` was created, a compatible set of callbacks must be provided here.

- **VUID-vkDestroyFramebuffer-framebuffer-00894**
Valid Usage (Implicit)

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

- VUID-vkDestroyFramebuffer-framebuffer-parameter
If framebuffer is not VK_NULL_HANDLE, framebuffer must be a valid VkFramebuffer handle

- VUID-vkDestroyFramebuffer-pAllocator-parameter
If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- VUID-vkDestroyFramebuffer-framebuffer-parent
If framebuffer is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to framebuffer must be externally synchronized

8.5. 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. This does not apply when using VK_ATTACHMENT_LOAD_OP_NONE_KHR.

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. If the subresource is in the
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:

// 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,
    // Provided by VK_KHR_load_store_op_none
    VK_ATTACHMENT_LOAD_OP_NONE_KHR = 1000400000,
    // Provided by VK_EXT_load_store_op_none
    VK_ATTACHMENT_LOAD_OP_NONE_EXT = VK_ATTACHMENT_LOAD_OP_NONE_KHR,
} 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.

• VK_ATTACHMENT_LOAD_OP_NONE_KHR specifies that the previous contents of the image will be undefined inside the render pass. No access type is used as the image is not accessed.

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...
8.6. 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. This does not apply when using `VK_ATTACHMENT_STORE_OP_NONE`.
```

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. If the subresource is in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` layout, implementations must not access pixels outside of the render area.

```
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**.

• **VK_ATTACHMENT_STORE_OP_NONE** specifies the contents within the render area are not accessed by the store operation as long as no values are written to the attachment during the render pass. If values are written during the render pass, this behaves identically to **VK_ATTACHMENT_STORE_OP_DONT_CARE** and with matching access semantics.

**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.

### 8.7. 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. If the subresource is in the **VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT** layout, implementations must not access
pixels outside of the render area.

**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,
    // Provided by VK_KHR_depth_stencil_resolve
    VK_RESOLVE_MODE_NONE_KHR = VK_RESOLVE_MODE_NONE,
    // Provided by VK_KHR_depth_stencil_resolve
    VK_RESOLVE_MODE_SAMPLE_ZERO_BIT_KHR = VK_RESOLVE_MODE_SAMPLE_ZERO_BIT,
    // Provided by VK_KHR_depth_stencil_resolve
    VK_RESOLVE_MODE_AVERAGE_BIT_KHR = VK_RESOLVE_MODE_AVERAGE_BIT,
    // Provided by VK_KHR_depth_stencil_resolve
    VK_RESOLVE_MODE_MIN_BIT_KHR = VK_RESOLVE_MODE_MIN_BIT,
    // Provided by VK_KHR_depth_stencil_resolve
    VK_RESOLVE_MODE_MAX_BIT_KHR = VK_RESOLVE_MODE_MAX_BIT,
} VkResolveModeFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_depth_stencil_resolve
typedef VkResolveModeFlagBits VkResolveModeFlagBitsKHR;
```

- **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.
or the equivalent

// Provided by VK_KHR_depth_stencil_resolve
typedef VkResolveModeFlags VkResolveModeFlagsKHR;

VkResolveModeFlags is a bitmask type for setting a mask of zero or more VkResolveModeFlagBits.

8.8. 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:

// 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_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_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 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
structures or the `layout` member of the `VkAttachmentReference` structures specified when creating the render pass specified in the `renderPass` 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.

- **VUID-vkCmdBeginRenderPass-initialLayout-07000**
  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_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` 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 either the `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` or `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT` and either the `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` or `VK_IMAGE_USAGE_SAMPLED_BIT` usage bits.

- **VUID-vkCmdBeginRenderPass-initialLayout-07001**
  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
then the corresponding attachment image view of the framebuffer specified in the framebuffer member of 

\texttt{pRenderPassBegin} must have been created with a usage value the \texttt{VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT} usage bit

- VUID-vkCmdBeginRenderPass-initialLayout-09537
  If any of the \texttt{initialLayout} or \texttt{finalLayout} member of the \texttt{VkAttachmentDescription} structures or the \texttt{layout} member of the \texttt{VkAttachmentReference} structures specified when creating the render pass specified in the \texttt{renderPass} member of \texttt{pRenderPassBegin} is \texttt{VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR} then the corresponding attachment image view of the framebuffer specified in the \texttt{framebuffer} member of \texttt{pRenderPassBegin} must have been created with a usage value including either \texttt{VK_IMAGE_USAGE_STORAGE_BIT}, or both \texttt{VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT} and either of \texttt{VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT} or \texttt{VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT}

- VUID-vkCmdBeginRenderPass-contents-09640
  If \texttt{contents} is \texttt{VK_SUBPASS_CONTENTS_INLINE_AND_SECONDARY_COMMAND_BUFFERS_EXT}, then \texttt{nestedCommandBuffer} must be enabled

### Valid Usage (Implicit)

- VUID-vkCmdBeginRenderPass-commandBuffer-parameter
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

- VUID-vkCmdBeginRenderPass-pRenderPassBegin-parameter
  \texttt{pRenderPassBegin} must be a valid pointer to a valid \texttt{VkRenderPassBeginInfo} structure

- VUID-vkCmdBeginRenderPass-contents-parameter
  \texttt{contents} must be a valid \texttt{VkSubpassContents} value

- VUID-vkCmdBeginRenderPass-commandBuffer-recording
  \texttt{commandBuffer} must be in the \texttt{recording} state

- VUID-vkCmdBeginRenderPass-commandBuffer-cmdpool
  The \texttt{VkCommandPool} that \texttt{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-videocoding
  This command must only be called outside of a video coding scope

- VUID-vkCmdBeginRenderPass-bufferlevel
  \texttt{commandBuffer} must be a primary \texttt{VkCommandBuffer}

### 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
Alternatively to begin a render pass, call:

```c
// Provided by VK_VERSION_1_2
void vkCmdBeginRenderPass2(
    VkCommandBuffer commandBuffer,
    const VkRenderPassBeginInfo* pRenderPassBegin,
    const VkSubpassBeginInfo* pSubpassBeginInfo);
```
or the equivalent command

```c
// Provided by VK_KHR_create_renderpass2
void vkCmdBeginRenderPass2KHR(
    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, 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, 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.

- VUID-vkCmdBeginRenderPass2-initialLayout-03097
  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-vkCmdBeginRenderPass2-initialLayout-03098
  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-vkCmdBeginRenderPass2-initialLayout-03099
  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

• VUID-vkCmdBeginRenderPass2-initialLayout-03100
  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-vkCmdBeginRenderPass2-srcStageMask-06453
  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-vkCmdBeginRenderPass2-dstStageMask-06454
  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-vkCmdBeginRenderPass2-framebuffer-02533
  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

• VUID-vkCmdBeginRenderPass2-initialLayout-07002
  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_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT 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 either the VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT or VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT and either the VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT or VK_IMAGE_USAGE_SAMPLED_BIT usage bits
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_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` then the corresponding attachment image view of the framebuffer specified in the `framebuffer` member of `pRenderPassBegin` must have been created with a usage value the `VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` usage 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_RENDERING_LOCAL_READ_KHR` 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 either `VK_IMAGE_USAGE_STORAGE_BIT`, or both `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` and either of `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` or `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`.

### 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-videocoding**
  - This command must only be called outside of a video coding scope.

- **VUID-vkCmdBeginRenderPass2-bufferlevel**
  - `commandBuffer` must be a primary `VkCommandBuffer`.

### Host Synchronization

- **VUID-vkCmdBeginRenderPass2-initialLayout-07003**
  - Host access to `commandBuffer` must be externally synchronized.

- **VUID-vkCmdBeginRenderPass2-initialLayout-09538**
  - Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.
The `VkRenderPassBeginInfo` structure is defined as:

```c
// 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-03210**
  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` or `VkRenderPassAttachmentBeginInfo`.

- **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 `VkSubpassBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSubpassBeginInfo {
    VkStructureType sType;
    const void* pNext;
    VkSubpassContents contents;
} VkSubpassBeginInfo;
```

or the equivalent

```c
// Provided by VK_KHR_create_renderpass2
typedef VkSubpassBeginInfo VkSubpassBeginInfoKHR;
```

- **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

- **VUID-VkSubpassBeginInfo-contents-09382**
  If `contents` is `VK_SUBPASS_CONTENTS_INLINE_AND_SECONDARY_COMMAND_BUFFERS_EXT`, then `nestedCommandBuffer` must be enabled.

### 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,
  // Provided by VK_EXT_nested_command_buffer
  VK_SUBPASS_CONTENTS_INLINE_AND_SECONDARY_COMMAND_BUFFERS_EXT = 1000451000,
} 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.

• VK_SUBPASS_CONTENTS_INLINE_AND_SECONDARY_COMMAND_BUFFERS_EXT specifies that the contents of the subpass can be recorded both inline and in secondary command buffers executed from this command buffer with vkCmdExecuteCommands.

If the pNext chain of VkRenderPassBeginInfo or VkRenderingInfo 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;
```

or the equivalent
typedef VkDeviceGroupRenderPassBeginInfo VkDeviceGroupRenderPassBeginInfoKHR;

- 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
The sum of the offset.x and extent.width members of any element of pDeviceRenderAreas must be less than or equal to maxFramebufferWidth.

The sum of the offset.y and extent.height members of any element of pDeviceRenderAreas must be less than or equal to maxFramebufferHeight.

The extent.width member of any element of pDeviceRenderAreas must be greater than 0.

The extent.height member of any element of pDeviceRenderAreas must be greater than 0.

Valid Usage (Implicit)

- VUID-VkDeviceGroupRenderPassBeginInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEVICE_GROUP_RENDER_PASS_BEGIN_INFO

- VUID-VkDeviceGroupRenderPassBeginInfo-pDeviceRenderAreas-parameter
  If deviceRenderAreaCount is not 0, pDeviceRenderAreas must be a valid pointer to an array of deviceRenderAreaCount 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;
```

or the equivalent

```c
// Provided by VK_KHR_imageless_framebuffer
typedef VkRenderPassAttachmentBeginInfo VkRenderPassAttachmentBeginInfoKHR;
```

- 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.
Valid Usage

- VUID-VkRenderPassAttachmentBeginInfo-pAttachments-03218
  Each element of pAttachments must only specify a single mip level

- VUID-VkRenderPassAttachmentBeginInfo-pAttachments-03219
  Each element of pAttachments must have been created with the identity swizzle

- VUID-VkRenderPassAttachmentBeginInfo-pAttachments-04114
  Each element of pAttachments must have been created with VkImageViewCreateInfo
  viewType not equal to VK_IMAGE_VIEW_TYPE_3D

Valid Usage (Implicit)

- VUID-VkRenderPassAttachmentBeginInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_RENDER_PASS_ATTACHMENT_BEGIN_INFO

- VUID-VkRenderPassAttachmentBeginInfo-pAttachments-parameter
  If attachmentCount is not 0, pAttachments must be a valid pointer to an array of
  attachmentCount valid VkImageView handles

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

- VUID-vkCmdNextSubpass-None-02349
  
  This command **must** not be recorded when transform feedback is active

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-videoencoding
  This command must only be called outside of a video coding scope

- 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action State</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>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);
```

or the equivalent command
// Provided by VK_KHR_create_renderpass2

```c
void vkCmdNextSubpass2KHR(
    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.

- **VUID-vkCmdNextSubpass2-None-02350**
  This command **must** not be recorded when transform feedback is active.

## 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-videocoding**
  This command **must** only be called outside of a video coding scope.

- **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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</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_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-02351
  This command must not be recorded when transform feedback is active.

- VUID-vkCmdEndRenderPass-None-06170
  The current render pass instance must not have been begun with `vkCmdBeginRendering`.

- 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-videocoding
  This command must only be called outside of a video coding scope

- 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</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          
    const VkSubpassEndInfo*  
    commandBuffer,           
    pSubpassEndInfo);       
```
or the equivalent command
// Provided by VK_KHR_create_renderpass2

```c
void vkCmdEndRenderPass2KHR(
    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-02352**
  This command **must** not be recorded when transform feedback is active.

- **VUID-vkCmdEndRenderPass2-None-06171**
  The current render pass instance **must** not have been begun with `vkCmdBeginRendering`.

- **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-videocoding**
  This command **must** only be called outside of a video coding scope.

- **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

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action State Synchronization</td>
</tr>
</tbody>
</table>

The `VkSubpassEndInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
define struct VkSubpassEndInfo {
    VkStructureType sType;
    const void* pNext;
} VkSubpassEndInfo;
```

or the equivalent

```c
// Provided by VK_KHR_create_renderpass2
define VkSubpassEndInfo VkSubpassEndInfoKHR;
```

- `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`

8.9. 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.

8.9.1. 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. As `VK_ATTACHMENT_STORE_OP_NONE` is guaranteed to perform no writes, applications wishing to read an image as both an attachment and a non-attachment should make use of this store operation, coupled with a load operation that also performs no writes.

8.9.2. 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.

The only exception to this is if a subresource is in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, in which case the overlap is defined to occur at a per-pixel granularity, and applications can read data from pixels outside the render area without introducing a data race.

8.9.3. 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 not cause a data race only under very specific conditions. To avoid a data race, the aspect not being written must be in a read-only layout, and writes to it must be disabled in the draw state. For example, to read from stencil while writing depth, the attachment must be in `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL` (or equivalent), and the stencil write mask must be set to 0. Similarly to read from depth while writing stencil, the attachment must be in `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL` (or equivalent), and depth write enable must be set to `VK_FALSE`. 
8.9.4. 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.
- A `vkCmdPipelineBarrier` inside a subpass can synchronize prior attachment writes in the subpass with subsequent non-attachment reads if the attachment is in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout.
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 Objects

Shaders *may* be compiled and linked into pipeline objects as described in *Pipelines* chapter, or if the *shaderObject* feature is enabled they *may* be compiled into individual per-stage *shader objects* which *can* be bound on a command buffer independently from one another. Unlike pipelines, shader objects are not intrinsically tied to any specific set of state. Instead, state is specified dynamically in the command buffer.

Each shader object represents a single compiled shader stage, which *may optionally* be linked with one or more other stages.

Shader objects are represented by *VkShaderEXT* handles:

```c
// Provided by VK_EXT_shader_object
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkShaderEXT)
```

9.1.1. Shader Object Creation

Shader objects *may* be created from shader code provided as SPIR-V, or in an opaque, implementation-defined binary format specific to the physical device.

To create one or more shader objects, call:
// Provided by VK_EXT_shader_object

VkResult vkCreateShadersEXT(
    VkDevice device,
    uint32_t createInfoCount,
    const VkShaderCreateInfoEXT* pCreateInfos,
    const VkAllocationCallbacks* pAllocator,
    VkShaderEXT* pShaders);

- **device** is the logical device that creates the shader objects.
- **createInfoCount** is the length of the **pCreateInfos** and **pShaders** arrays.
- **pCreateInfos** is a pointer to an array of **VkShaderCreateInfoEXT** structures.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pShaders** is a pointer to an array of **VkShaderEXT** handles in which the resulting shader objects are returned.

When this function returns, whether or not it succeeds, it is guaranteed that every element of **pShaders** will have been overwritten by either **VK_NULL_HANDLE** or a valid **VkShaderEXT** handle.

This means that whenever shader creation fails, the application can determine which shader the returned error pertains to by locating the first **VK_NULL_HANDLE** element in **pShaders**. It also means that an application can reliably clean up from a failed call by iterating over the **pShaders** array and destroying every element that is not **VK_NULL_HANDLE**.

### Valid Usage

- **VUID-vkCreateShadersEXT-None-08400**
  The shaderObject feature must be enabled

- **VUID-vkCreateShadersEXT-pCreateInfos-08402**
  If the flags member of any element of **pCreateInfos** includes **VK_SHADER_CREATE_LINK_STAGE_BIT_EXT**, the flags member of all other elements of **pCreateInfos** whose stage is **VK_SHADER_STAGE_VERTEX_BIT**, **VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT**, **VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT**, **VK_SHADER_STAGE_GEOMETRY_BIT**, or **VK_SHADER_STAGE_FRAGMENT_BIT** must also include **VK_SHADER_CREATE_LINK_STAGE_BIT_EXT**

- **VUID-vkCreateShadersEXT-pCreateInfos-08409**
  For each element of **pCreateInfos** whose flags member includes **VK_SHADER_CREATE_LINK_STAGE_BIT_EXT**, if there is any other element of **pCreateInfos** whose stage is logically later than the stage of the former and whose flags member also includes **VK_SHADER_CREATE_LINK_STAGE_BIT_EXT**, the nextStage of the former must be equal to the stage of the element with the logically earliest stage following the stage of the former whose flags member also includes **VK_SHADER_CREATE_LINK_STAGE_BIT_EXT**

- **VUID-vkCreateShadersEXT-pCreateInfos-08410**
  The stage member of each element of **pCreateInfos** whose flags member includes **VK_SHADER_CREATE_LINK_STAGE_BIT_EXT** must be unique
The `codeType` member of all elements of `pCreateInfos` whose `flags` member includes `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT` must be the same.

If `pCreateInfos` contains elements with both `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` and `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, both elements' `flags` include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`, both elements' `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` stage's `pCode` contains an `OpExecutionMode` instruction specifying the type of subdivision, it must match the subdivision type specified in the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage.

If `pCreateInfos` contains elements with both `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` and `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, both elements' `flags` include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`, both elements' `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` stage's `pCode` contains an `OpExecutionMode` instruction specifying the orientation of triangles, it must match the triangle orientation specified in the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage.

If `pCreateInfos` contains elements with both `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` and `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, both elements' `flags` include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`, both elements' `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` stage's `pCode` contains an `OpExecutionMode` instruction specifying the output patch size, it must match the output patch size specified in the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage.

If `pCreateInfos` contains elements with both `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` and `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, both elements' `flags` include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`, both elements' `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` stage's `pCode` contains an `OpExecutionMode` instruction specifying the spacing of segments on the edges of tessellated primitives, it must match the segment spacing specified in the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage.

If `pCreateInfos` contains elements with both `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` and `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, both elements' `flags` include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`, both elements' `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` stage's `pCode` contains an `OpExecutionMode` instruction specifying `PointMode`, the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage must also contain an `OpExecutionMode` instruction specifying `PointMode`.

If `pCreateInfos` contains elements with both `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` and `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, both elements' `flags` include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`, both elements' `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` stage's `pCode` contains an `OpExecutionMode` instruction specifying the output patch size, it must match the output patch size specified in the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage.
Valid Usage (Implicit)

- VUID-vkCreateShadersEXT-device-parameter
  
  `device` must be a valid `VkDevice` handle

- VUID-vkCreateShadersEXT-pCreateInfos-parameter
  
  `pCreateInfos` must be a valid pointer to an array of `createInfoCount` valid `VkShaderCreateInfoEXT` structures

- VUID-vkCreateShadersEXT-pAllocator-parameter
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- VUID-vkCreateShadersEXT-pShaders-parameter
  
  `pShaders` must be a valid pointer to an array of `createInfoCount` `VkShaderEXT` handles

- VUID-vkCreateShadersEXT-createInfoCount-arraylength
  
  `createInfoCount` must be greater than 0

Return Codes

**Success**

- `VK_SUCCESS`
- `VK_INCOMPATIBLE_SHADER_BINARY_EXT`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_INITIALIZATION_FAILED`

The `VkShaderCreateInfoEXT` structure is defined as:
typedef struct VkShaderCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkShaderCreateFlagsEXT flags;
    VkShaderStageFlagBits stage;
    VkShaderStageFlags nextStage;
    VkShaderCodeTypeEXT codeType;
    size_t codeSize;
    const void* pCode;
    const char* pName;
    uint32_t setLayoutCount;
    const VkDescriptorSetLayout* pSetLayouts;
    uint32_t pushConstantRangeCount;
    const VkPushConstantRange* pPushConstantRanges;
    const VkSpecializationInfo* pSpecializationInfo;
} VkShaderCreateInfoEXT;

- **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 `VkShaderCreateFlagBitsEXT` describing additional parameters of the shader.
- **stage** is a `VkShaderStageFlagBits` value specifying a single shader stage.
- **nextStage** is a bitmask of `VkShaderStageFlagBits` specifying zero or stages which may be used as a logically next bound stage when drawing with the shader bound.
- **codeType** is a `VkShaderCodeTypeEXT` value specifying the type of the shader code pointed to be `pCode`.
- **codeSize** is the size in bytes of the shader code pointed to by `pCode`.
- **pCode** is a pointer to the shader code to use to create the shader.
- **pName** is a pointer to a null-terminated UTF-8 string specifying the entry point name of the shader for this stage.
- **setLayoutCount** is the number of descriptor set layouts pointed to by `pSetLayouts`.
- **pSetLayouts** is a pointer to an array of `VkDescriptorSetLayout` objects used by the shader stage.
- **pushConstantRangeCount** is the number of push constant ranges pointed to by `pPushConstantRanges`.
- **pPushConstantRanges** is a pointer to an array of `VkPushConstantRange` structures used by the shader stage.
- **pSpecializationInfo** is a pointer to a `VkSpecializationInfo` structure, as described in `Specialization Constants`, or `NULL`.
Valid Usage

- VUID-VkShaderCreateInfoEXT-codeSize-08735
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, `codeSize` must be a multiple of 4

- VUID-VkShaderCreateInfoEXT-pCode-08736
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, `pCode` must point to valid SPIR-V code, formatted and packed as described by the Khronos SPIR-V Specification

- VUID-VkShaderCreateInfoEXT-pCode-08737
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, `pCode` must adhere to the validation rules described by the Validation Rules within a Module section of the SPIR-V Environment appendix

- VUID-VkShaderCreateInfoEXT-pCode-08738
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, `pCode` must declare the Shader capability for SPIR-V code

- VUID-VkShaderCreateInfoEXT-pCode-08739
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, `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-VkShaderCreateInfoEXT-pCode-08740
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `pCode` declares any of the capabilities listed in the SPIR-V Environment appendix, one of the corresponding requirements must be satisfied

- VUID-VkShaderCreateInfoEXT-pCode-08741
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `pCode` declares any of the SPIR-V extensions listed in the SPIR-V Environment appendix, one of the corresponding requirements must be satisfied

- VUID-VkShaderCreateInfoEXT-flags-08412
  If `stage` is not `VK_SHADER_STAGE_TASK_BIT_EXT`, `VK_SHADER_STAGE_MESH_BIT_EXT`, `VK_SHADER_STAGE_VERTEX_BIT`, `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`, `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, `VK_SHADER_STAGE_GEOMETRY_BIT`, or `VK_SHADER_STAGE_FRAGMENT_BIT`, `flags` must not include `VK_SHADER_CREATE_LINK_STAGE_BIT_EXT`

- VUID-VkShaderCreateInfoEXT-flags-08486
  If `stage` is not `VK_SHADER_STAGE_FRAGMENT_BIT`, `flags` must not include `VK_SHADER_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_EXT`

- VUID-VkShaderCreateInfoEXT-flags-08487
  If the attachmentFragmentShadingRate feature is not enabled, `flags` must not include `VK_SHADER_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_EXT`

- VUID-VkShaderCreateInfoEXT-flags-09404
If flags includes `VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT`, the subgroupSizeControl feature must be enabled

- VUID-VkShaderCreateInfoEXT-flags-09405
  If flags includes `VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT`, the computeFullSubgroups feature must be enabled

- VUID-VkShaderCreateInfoEXT-flags-08992
  If flags includes `VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT`, stage must be `VK_SHADER_STAGE_COMPUTE_BIT`

- VUID-VkShaderCreateInfoEXT-flags-08485
  If stage is not `VK_SHADER_STAGE_COMPUTE_BIT`, flags must not include `VK_SHADER_CREATE_DISPATCH_BASE_BIT_EXT`

- VUID-VkShaderCreateInfoEXT-flags-08416
  If flags includes both `VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT` and `VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT`, the local workgroup size in the X dimension of the shader must be a multiple of `maxSubgroupSize`

- VUID-VkShaderCreateInfoEXT-flags-08417
  If flags includes `VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT` but not `VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT` and no `VkShaderRequiredSubgroupSizeCreateInfoEXT` structure is included in the `pNext` chain, the local workgroup size in the X dimension of the shader must be a multiple of `subgroupSize`

- VUID-VkShaderCreateInfoEXT-stage-08418
  stage must not be `VK_SHADER_STAGE_ALL_GRAPHICS` or `VK_SHADER_STAGE_ALL`

- VUID-VkShaderCreateInfoEXT-stage-08419
  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-VkShaderCreateInfoEXT-stage-08420
  If the geometryShader feature is not enabled, stage must not be `VK_SHADER_STAGE_GEOMETRY_BIT`

- VUID-VkShaderCreateInfoEXT-nextStage-08427
  If stage is `VK_SHADER_STAGE_VERTEX_BIT`, nextStage must not include any bits other than `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`, `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, and `VK_SHADER_STAGE_FRAGMENT_BIT`

- VUID-VkShaderCreateInfoEXT-nextStage-08428
  If the tessellationShader feature is not enabled, nextStage must not include `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT` or `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`

- VUID-VkShaderCreateInfoEXT-nextStage-08429
  If the geometryShader feature is not enabled, nextStage must not include `VK_SHADER_STAGE_GEOMETRY_BIT`

- VUID-VkShaderCreateInfoEXT-nextStage-08430
  If stage is `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`, nextStage must not include any bits
other than VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT

- VUID-VkShaderCreateInfoEXT-nextStage-08431
  If stage is VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, nextStage must not include any bits other than VK_SHADER_STAGE_GEOMETRY_BIT and VK_SHADER_STAGE_FRAGMENT_BIT

- VUID-VkShaderCreateInfoEXT-nextStage-08433
  If stage is VK_SHADER_STAGE_GEOMETRY_BIT, nextStage must not include any bits other than VK_SHADER_STAGE_FRAGMENT_BIT

- VUID-VkShaderCreateInfoEXT-nextStage-08434
  If stage is VK_SHADER_STAGE_FRAGMENT_BIT or VK_SHADER_STAGE_COMPUTE_BIT, nextStage must be 0

- VUID-VkShaderCreateInfoEXT-pName-08440
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, pName must be the name of an OpEntryPoint in pCode with an execution model that matches stage

- VUID-VkShaderCreateInfoEXT-pCode-08492
  If codeType is VK_SHADER_CODE_TYPE_BINARY_EXT, pCode must be aligned to 16 bytes

- VUID-VkShaderCreateInfoEXT-pCode-08493
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, pCode must be aligned to 4 bytes

- VUID-VkShaderCreateInfoEXT-pCode-08448
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and 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-VkShaderCreateInfoEXT-pCode-08449
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and 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-VkShaderCreateInfoEXT-pCode-08450
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and stage is VK_SHADER_STAGE_VERTEX_BIT, the identified entry point must not include any input variable in its interface that is decorated with CullDistance

- VUID-VkShaderCreateInfoEXT-pCode-08451
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and 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-VkShaderCreateInfoEXT-pCode-08452
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and stage is VK_SHADER_STAGE_VERTEX_BIT, the identified entry point must not include any input variable in its interface that is decorated with CullDistance
If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `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-VkShaderCreateInfoEXT-pCode-08454**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `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-VkShaderCreateInfoEXT-pCode-08455**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `stage` is a pre-rasterization shader stage, 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-VkShaderCreateInfoEXT-pCode-08456**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `stage` is a pre-rasterization shader stage, 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-VkShaderCreateInfoEXT-pCode-08457**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `stage` is `VK_SHADER_STAGE_FRAGMENT_BIT`, the identified entry point must not include any output variables in its interface decorated with `CullDistance`.

- **VUID-VkShaderCreateInfoEXT-pCode-08458**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `stage` is `VK_SHADER_STAGE_FRAGMENT_BIT`, and the identified entry point writes to `FragDepth` in any execution path, all execution paths that are not exclusive to helper invocations must either discard the fragment, or write or initialize the value of `FragDepth`.

- **VUID-VkShaderCreateInfoEXT-codeType-08872**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, the shader code in `pCode` must be valid as described by the Khronos SPIR-V Specification after applying the specializations provided in `pSpecializationInfo`, if any, and then converting all specialization constants into fixed constants.

- **VUID-VkShaderCreateInfoEXT-codeType-08873**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `stage` is `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, `pCode` must contain an `OpExecutionMode` instruction specifying the type of subdivision.

- **VUID-VkShaderCreateInfoEXT-codeType-08873**
  If `codeType` is `VK_SHADER_CODE_TYPE_SPIRV_EXT`, and `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::maxGeometryShaderInvocations`.
VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, pCode must contain an OpExecutionMode instruction specifying the orientation of triangles generated by the tessellator

- VUID-VkShaderCreateInfoEXT-codeType-08874
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and stage is VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, pCode must contain an OpExecutionMode instruction specifying the spacing of segments on the edges of tessellated primitives

- VUID-VkShaderCreateInfoEXT-codeType-08875
  If codeType is VK_SHADER_CODE_TYPE_SPIRV_EXT, and stage is VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, pCode must contain an OpExecutionMode instruction specifying the output patch size

Valid Usage (Implicit)

- VUID-VkShaderCreateInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT

- VUID-VkShaderCreateInfoEXT-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkPipelineShaderStageRequiredSubgroupSizeCreateInfo

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

- VUID-VkShaderCreateInfoEXT-stage-parameter
  stage must be a valid VkShaderStageFlagBits value

- VUID-VkShaderCreateInfoEXT-nextStage-parameter
  nextStage must be a valid combination of VkShaderStageFlagBits values

- VUID-VkShaderCreateInfoEXT-codeType-parameter
  codeType must be a valid VkShaderCodeTypeEXT value

- VUID-VkShaderCreateInfoEXT-pCode-parameter
  pCode must be a valid pointer to an array of codeSize bytes

- VUID-VkShaderCreateInfoEXT-pName-parameter
  If pName is not NULL, pName must be a null-terminated UTF-8 string

- VUID-VkShaderCreateInfoEXT-pSetLayouts-parameter
  If setLayoutCount is not 0, and pSetLayouts is not NULL, pSetLayouts must be a valid pointer to an array of setLayoutCount valid VkDescriptorSetLayout handles

- VUID-VkShaderCreateInfoEXT-pPushConstantRanges-parameter
  If pushConstantRangeCount is not 0, and pPushConstantRanges is not NULL, pPushConstantRanges must be a valid pointer to an array of pushConstantRangeCount valid VkPushConstantRange structures

- VUID-VkShaderCreateInfoEXT-pSpecializationInfo-parameter
  If pSpecializationInfo is not NULL, pSpecializationInfo must be a valid pointer to a valid VkSpecializationInfo structure
codeSize must be greater than 0

// Provided by VK_EXT_shader_object
typedef VkFlags VkShaderCreateFlagsEXT;

VkShaderCreateFlagsEXT is a bitmask type for setting a mask of zero or more VkShaderCreateFlagBitsEXT.

Possible values of the flags member of VkShaderCreateInfoEXT specifying how a shader object is created, are:

// Provided by VK_EXT_shader_object
typedef enum VkShaderCreateFlagBitsEXT {
    VK_SHADER_CREATE_LINK_STAGE_BIT_EXT = 0x00000001,
    // Provided by VK_EXT_shader_object with VK_EXT_subgroup_size_control or
    // Provided by VK_EXT_shader_object with VK_EXT_subgroup_size_control or
    VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT = 0x00000002,
    // Provided by VK_EXT_shader_object with VK_KHR_device_group or VK_VERSION_1_1
    VK_SHADER_CREATE_NO_TASK_SHADER_BIT_EXT = 0x00000008,
    // Provided by VK_KHR_fragment_shading_rate with VK_EXT_shader_object
    VK_SHADER_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_EXT = 0x00000020,
    // Provided by VK_EXT_fragment_density_map with VK_EXT_shader_object
    VK_SHADER_CREATE_FRAGMENT_DENSITY_MAP_ATTACHMENT_BIT_EXT = 0x00000040,
} VkShaderCreateFlagBitsEXT;

• VK_SHADER_CREATE_LINK_STAGE_BIT_EXT specifies that a shader is linked to all other shaders created in the same vkCreateShadersEXT call whose VkShaderCreateInfoEXT structures’ flags include VK_SHADER_CREATE_LINK_STAGE_BIT_EXT.

• VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT specifies that the SubgroupSize may vary in a compute shader.

• VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT specifies that the subgroup sizes must be launched with all invocations active in a compute shader.

• VK_SHADER_CREATE_DISPATCH_BASE_BIT_EXT specifies that a compute shader can be used with vkCmdDispatchBase with a non-zero base workgroup.

• VK_SHADER_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_EXT specifies that a fragment shader can be used with a fragment shading rate attachment.

Note

The behavior of VK_SHADER_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_EXT
differs subtly from the behavior of
VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR in that
the shader bit allows, but does not require the shader to be used with that type of
attachment. This means that the application need not create multiple shaders
when it does not know in advance whether the shader will be used with or
without the attachment type, or when it needs the same shader to be compatible
with usage both with and without. This may come at some performance cost on
some implementations, so applications should still only set bits that are actually
necessary.

Shader objects can be created using different types of shader code. Possible values of
VkShaderCreateInfoEXT::codeType, are:

```c
// Provided by VK_EXT_shader_object
typedef enum VkShaderCodeTypeEXT {
    VK_SHADER_CODE_TYPE_BINARY_EXT = 0,
    VK_SHADER_CODE_TYPE_SPIRV_EXT = 1,
} VkShaderCodeTypeEXT;
```

- **VK_SHADER_CODE_TYPE_BINARY_EXT** specifies shader code in an opaque, implementation-defined
  binary format specific to the physical device.
- **VK_SHADER_CODE_TYPE_SPIRV_EXT** specifies shader code in SPIR-V format.

### 9.1.2. Binary Shader Code

Binary shader code can be retrieved from a shader object using the command:

```c
// Provided by VK_EXT_shader_object
VkResult vkGetShaderBinaryDataEXT(
    VkDevice device,
    VkShaderEXT shader,
    size_t* pDataSize,
    void* pData);
```

- **device** is the logical device that shader object was created from.
- **shader** is the shader object to retrieve binary shader code from.
- **pDataSize** is a pointer to a size_t value related to the size of the binary shader code, as described
  below.
- **pData** is either NULL or a pointer to a buffer.

If pData is NULL, then the size of the binary shader code of the shader object, in bytes, is returned in
pDataSize. Otherwise, pDataSize must point to a variable set by the user to the size of the buffer, in
bytes, pointed to by pData, and on return the variable is overwritten with the amount of data
actually written to pData. If pDataSize is less than the size of the binary shader code, nothing is
written to pData, and VK_INCOMPLETE will be returned instead of VK_SUCCESS.
**Note**

The behavior of this command when `pDataSize` is too small differs from how some other getter-type commands work in Vulkan. Because shader binary data is only usable in its entirety, it would never be useful for the implementation to return partial data. Because of this, nothing is written to `pData` unless `pDataSize` is large enough to fit the data in its entirety.

Binary shader code retrieved using `vkGetShaderBinaryDataEXT` can be passed to a subsequent call to `vkCreateShadersEXT` on a compatible physical device by specifying `VK_SHADER_CODE_TYPE_BINARY_EXT` in the `codeType` member of `VkShaderCreateInfoEXT`.

The shader code returned by repeated calls to this function with the same `VkShaderEXT` is guaranteed to be invariant for the lifetime of the `VkShaderEXT` object.

### Valid Usage

- VUID-vkGetShaderBinaryDataEXT-None-08461
  The shaderObject feature must be enabled
- VUID-vkGetShaderBinaryDataEXT-None-08499
  If `pData` is not NULL, it must be aligned to 16 bytes

### Valid Usage (Implicit)

- VUID-vkGetShaderBinaryDataEXT-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkGetShaderBinaryDataEXT-shader-parameter
  `shader` must be a valid `VkShaderEXT` handle
- VUID-vkGetShaderBinaryDataEXT-pDataSize-parameter
  `pDataSize` must be a valid pointer to a `size_t` value
- VUID-vkGetShaderBinaryDataEXT-pData-parameter
  If the value referenced by `pDataSize` is not 0, and `pData` is not NULL, `pData` must be a valid pointer to an array of `pDataSize` bytes
- VUID-vkGetShaderBinaryDataEXT-shader-parent
  `shader` must have been created, allocated, or retrieved from `device`

### Return Codes

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
9.1.3. Binary Shader Compatibility

Binary shader compatibility means that binary shader code returned from a call to `vkGetShaderBinaryDataEXT` can be passed to a later call to `vkCreateShadersEXT`, potentially on a different logical and/or physical device, and that this will result in the successful creation of a shader object functionally equivalent to the shader object that the code was originally queried from.

Binary shader code queried from `vkGetShaderBinaryDataEXT` is not guaranteed to be compatible across all devices, but implementations are required to provide some compatibility guarantees. Applications may determine binary shader compatibility using either (or both) of two mechanisms.

Guaranteed compatibility of shader binaries is expressed through a combination of the `shaderBinaryUUID` and `shaderBinaryVersion` members of the `VkPhysicalDeviceShaderObjectPropertiesEXT` structure queried from a physical device. Binary shaders retrieved from a physical device with a certain `shaderBinaryUUID` are guaranteed to be compatible with all other physical devices reporting the same `shaderBinaryUUID` and the same or higher `shaderBinaryVersion`.

Whenever a new version of an implementation incorporates any changes that affect the output of `vkGetShaderBinaryDataEXT`, the implementation should either increment `shaderBinaryVersion` if binary shader code retrieved from older versions remains compatible with the new implementation, or else replace `shaderBinaryUUID` with a new value if backward compatibility has been broken. Binary shader code queried from a device with a matching `shaderBinaryUUID` and lower `shaderBinaryVersion` relative to the device on which `vkCreateShadersEXT` is being called may be suboptimal for the new device in ways that do not change shader functionality, but it is still guaranteed to be usable to successfully create the shader object(s).

Note
Implementations are encouraged to share `shaderBinaryUUID` between devices and driver versions to the maximum extent their hardware naturally allows, and are strongly discouraged from ever changing the `shaderBinaryUUID` for the same hardware except unless absolutely necessary.

In addition to the shader compatibility guarantees described above, it is valid for an application to call `vkCreateShadersEXT` with binary shader code created on a device with a different or unknown `shaderBinaryUUID` and/or higher `shaderBinaryVersion`. In this case, the implementation may use any unspecified means of its choosing to determine whether the provided binary shader code is usable. If it is, `vkCreateShadersEXT` must return `VK_SUCCESS`, and the created shader object is guaranteed to be valid. Otherwise, in the absence of some error, `vkCreateShadersEXT` must return `VK_INCOMPATIBLE_SHADER_BINARY_EXT` to indicate that the provided binary shader code is not compatible with the device.
9.1.4. Binding Shader Objects

Once shader objects have been created, they can be bound to the command buffer using the command:

```c
// Provided by VK_EXT_shader_object
void vkCmdBindShadersEXT(
    VkCommandBuffer commandBuffer,
    uint32_t stageCount,
    const VkShaderStageFlagBits* pStages,
    const VkShaderEXT* pShaders);
```

- `commandBuffer` is the command buffer that the shader object will be bound to.
- `stageCount` is the length of the `pStages` and `pShaders` arrays.
- `pStages` is a pointer to an array of `VkShaderStageFlagBits` values specifying one stage per array index that is affected by the corresponding value in the `pShaders` array.
- `pShaders` is a pointer to an array of `VkShaderEXT` handles and/or `VK_NULL_HANDLE` values describing the shader binding operations to be performed on each stage in `pStages`.

When binding linked shaders, an application may bind them in any combination of one or more calls to `vkCmdBindShadersEXT` (i.e., shaders that were created linked together do not need to be bound in the same `vkCmdBindShadersEXT` call).

Any shader object bound to a particular stage may be unbound by setting its value in `pShaders` to `VK_NULL_HANDLE`. If `pShaders` is `NULL`, `vkCmdBindShadersEXT` behaves as if `pShaders` was an array of `stageCount` `VK_NULL_HANDLE` values (i.e., any shaders bound to the stages specified in `pStages` are unbound).

**Valid Usage**

- **VUID-vkCmdBindShadersEXT-None-08462**
  The `shaderObject` feature must be enabled

- **VUID-vkCmdBindShadersEXT-pStages-08463**
  Every element of `pStages` must be unique

- **VUID-vkCmdBindShadersEXT-pStages-08464**
  `pStages` must not contain `VK_SHADER_STAGE_ALL_GRAPHICS` or `VK_SHADER_STAGE_ALL`

- **VUID-vkCmdBindShadersEXT-pStages-08465**
  `pStages` must not contain `VK_SHADER_STAGE_RAYGEN_BIT_KHR`, `VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR`, `VK_SHADER_STAGE_INTERSECTION_BIT_KHR`, or `VK_SHADER_STAGE_CALLABLE_BIT_KHR`.

- **VUID-vkCmdBindShadersEXT-pShaders-08469**
  For each element of `pStages`, if `pShaders` is not `NULL`, and the element of the `pShaders` array with the same index is not `VK_NULL_HANDLE`, it must have been created with a `stage` equal to the corresponding element of `pStages`. 
If the tessellationShader feature is not enabled, and pStages contains VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT or VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, and pShaders is not NULL, the same index or indices in pShaders must be VK_NULL_HANDLE.

If the geometryShader feature is not enabled, and pStages contains VK_SHADER_STAGE_GEOMETRY_BIT, and pShaders is not NULL, the same index in pShaders must be VK_NULL_HANDLE.

If pStages contains VK_SHADER_STAGE_COMPUTE_BIT, the VkCommandPool that commandBuffer was allocated from must support compute operations.

If pStages contains VK_SHADER_STAGE_VERTEX_BIT, VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT, VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, VK_SHADER_STAGE_GEOMETRY_BIT, or VK_SHADER_STAGE_FRAGMENT_BIT, the VkCommandPool that commandBuffer was allocated from must support graphics operations.

Valid Usage (Implicit)

commandBuffer must be a valid VkCommandBuffer handle.

pStages must be a valid pointer to an array of stageCount valid VkShaderStageFlagBits values.

If pShaders is not NULL, pShaders must be a valid pointer to an array of stageCount valid or VK_NULL_HANDLE VkShaderEXT handles.

commandBuffer must be in the recording state.

The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations.

This command must only be called outside of a video coding scope.

stageCount must be greater than 0.

Both of commandBuffer, and the elements of pShaders 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

9.1.5. Setting State

Whenever shader objects are used to issue drawing commands, the appropriate dynamic state setting commands must have been called to set the relevant state in the command buffer prior to drawing:

- `vkCmdSetViewportWithCount`
- `vkCmdSetScissorWithCount`
- `vkCmdSetRasterizerDiscardEnable`
- `vkCmdSetVertexInputEXT`
- `vkCmdSetPrimitiveTopology`
- `vkCmdSetPatchControlPointsEXT`, if `primitiveTopology` is `VK_PRIMITIVE_TOPOLOGY_PATCH_LIST`
- `vkCmdSetPrimitiveRestartEnable`

If a shader is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage, the following command must have been called in the command buffer prior to drawing:

- `vkCmdSetTessellationDomainOriginEXT`

If `rasterizerDiscardEnable` is `VK_FALSE`, the following commands must have been called in the command buffer prior to drawing:

- `vkCmdSetRasterizationSamplesEXT`
- `vkCmdSetSampleMaskEXT`
- `vkCmdSetAlphaToCoverageEnableEXT`
- `vkCmdSetAlphaToOneEnableEXT`, if the `alphaToOne` feature is enabled on the device
- `vkCmdSetPolygonModeEXT`
- `vkCmdSetLineWidth`, if `polygonMode` is `VK_POLYGON_MODE_LINE`, or if `primitiveTopology` is a line
If a shader is bound to the **VK_SHADER_STAGE_FRAGMENT_BIT** stage, and **rasterizerDiscardEnable** is **VK_FALSE**, the following commands **must** have been called in the command buffer prior to drawing:

- `vkCmdSetLogicOpEnableEXT`, if the **logicOp** feature is enabled on the device
- `vkCmdSetLogicOpEXT`, if **logicOpEnable** is **VK_TRUE**
- `vkCmdSetColorBlendEnableEXT` and `vkCmdSetColorWriteMaskEXT`, if color attachments are bound, with values set for every color attachment in the render pass instance active at draw time
- `vkCmdSetColorBlendEquationEXT`, if color attachments are bound, for every attachment whose index in **pColorBlendEnables** is a pointer to a value of **VK_TRUE**
- `vkCmdSetBlendConstants`, if any index in **pColorBlendEnables** is **VK_TRUE**, and the same index in **pColorBlendEquations** is a **VkColorBlendEquationEXT** structure with any **VkBlendFactor** member with a value of **VK_BLEND_FACTOR_CONSTANT_COLOR**, **VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR**, **VK_BLEND_FACTOR_CONSTANT_ALPHA**, or **VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA**

If the **pipelineFragmentShadingRate** feature is enabled on the device, and a shader is bound to the **VK_SHADER_STAGE_FRAGMENT_BIT** stage, and **rasterizerDiscardEnable** is **VK_FALSE**, the following command **must** have been called in the command buffer prior to drawing:

- `vkCmdSetFragmentShadingRateKHR`

If the **geometryStreams** feature is enabled on the device, and a shader is bound to the **VK_SHADER_STAGE_GEOMETRY_BIT** stage, the following command **must** have been called in the command buffer prior to drawing:
• `vkCmdSetRasterizationStreamEXT`

If the `VK_EXT_discard_rectangles` extension is enabled on the device, and `rasterizerDiscardEnable` is `VK_FALSE`, the following commands **must** have been called in the command buffer prior to drawing:

• `vkCmdSetDiscardRectangleEnableEXT`
• `vkCmdSetDiscardRectangleModeEXT`, if `discardRectangleEnable` is `VK_TRUE`
• `vkCmdSetDiscardRectangleEXT`, if `discardRectangleEnable` is `VK_TRUE`

If the `depthClipEnable` feature is enabled on the device, the following command **must** have been called in the command buffer prior to drawing:

• `vkCmdSetDepthClipEnableEXT`

If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled on the device, and `rasterizerDiscardEnable` is `VK_FALSE`, and if `polygonMode` is `VK_POLYGON_MODE_LINE` or a shader is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage and `primitiveTopology` is a line topology or a shader which outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, the following commands **must** have been called in the command buffer prior to drawing:

• `vkCmdSetLineRasterizationModeEXT`
• `vkCmdSetLineStippleEnableEXT`
• `vkCmdSetLineStippleKHR`, if `stippledLineEnable` is `VK_TRUE`

If the `attachmentFeedbackLoopDynamicState` feature is enabled on the device, and a shader is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and `rasterizerDiscardEnable` is `VK_FALSE`, the following command **must** have been called in the command buffer prior to drawing:

• `vkCmdSetAttachmentFeedbackLoopEnableEXT`

State **can** be set either at any time before or after shader objects are bound, but all required state **must** be set prior to issuing drawing commands.

### 9.1.6. Interaction With Pipelines

Calling `vkCmdBindShadersEXT` causes the pipeline bind points corresponding to each stage in `pStages` to be disturbed, meaning that any pipelines that had previously been bound to those pipeline bind points are no longer bound.

If `VK_PIPELINE_BIND_POINT_GRAPHICS` is disturbed (i.e., if `pStages` contains any graphics stage), any graphics pipeline state that the previously bound pipeline did not specify as `dynamic` becomes undefined, and **must** be set in the command buffer before issuing drawing commands using shader objects.

Calls to `vkCmdBindPipeline` likewise disturb the shader stage(s) corresponding to `pipelineBindPoint`, meaning that any shaders that had previously been bound to any of those stages are no longer bound, even if the pipeline was created without shaders for some of those stages.
9.1.7. Shader Object Destruction

To destroy a shader object, call:

```c
// Provided by VK_EXT_shader_object
void vkDestroyShaderEXT(
    VkDevice device,
    VkShaderEXT shader,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the shader object.
- `shader` is the handle of the shader object to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

Destroying a shader object used by one or more command buffers in the recording or executable state causes those command buffers to move into the invalid state.

**Valid Usage**

- VUID-vkDestroyShaderEXT-None-08481
  The shaderObject feature **must** be enabled

- VUID-vkDestroyShaderEXT-shader-08482
  All submitted commands that refer to `shader` **must** have completed execution

- VUID-vkDestroyShaderEXT-pAllocator-08483
  If `VkAllocationCallbacks` were provided when `shader` was created, a compatible set of callbacks **must** be provided here

- VUID-vkDestroyShaderEXT-pAllocator-08484
  If no `VkAllocationCallbacks` were provided when `shader` was created, `pAllocator` **must** be `NULL`

**Valid Usage (Implicit)**

- VUID-vkDestroyShaderEXT-device-parameter
  `device` **must** be a valid `VkDevice` handle

- VUID-vkDestroyShaderEXT-shader-parameter
  If `shader` is not `VK_NULL_HANDLE`, `shader` **must** be a valid `VkShaderEXT` handle

- VUID-vkDestroyShaderEXT-pAllocator-parameter
  If `pAllocator` is not `NULL`, `pAllocator` **must** be a valid pointer to a valid `VkAllocationCallbacks` structure

- VUID-vkDestroyShaderEXT-shader-parent
  If `shader` is a valid handle, it **must** have been created, allocated, or retrieved from `device`
9.2. 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)
```

To create a shader module, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateShaderModule(
    VkDevice device, 
    const VkShaderModuleCreateInfo* pCreateInfo, 
    const VkAllocationCallbacks* pAllocator, 
    VkShaderModule* pShaderModule);
```

- **device** is the logical device that creates the shader module.
- **pCreateInfo** is a pointer to a VkShaderModuleCreateInfo structure.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pShaderModule** is a pointer to a VkShaderModule handle in which the resulting shader module object is returned.

Once a shader module has been created, any entry points it contains can be used in pipeline shader stages as described in Compute Pipelines and Graphics Pipelines.

**Note**

If the maintenance5 feature is enabled, shader module creation can be omitted entirely. Instead, applications should provide the VkShaderModuleCreateInfo structure directly in to pipeline creation by chaining it to VkPipelineShaderStageCreateInfo. This avoids the overhead of creating and managing an additional object.
Valid Usage

• VUID-vkCreateShaderModule-pCreateInfo-06904
  If `pCreateInfo` is not NULL, `pCreateInfo->pNext` must be NULL

Valid Usage (Implicit)

• VUID-vkCreateShaderModule-device-parameter
device must be a valid `VkDevice` handle

• VUID-vkCreateShaderModule-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkShaderModuleCreateInfo` structure

• VUID-vkCreateShaderModule-pAllocator-parameter
  If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

• VUID-vkCreateShaderModule-pShaderModule-parameter
  `pShaderModule` must be a valid pointer to a `VkShaderModule` handle

Return Codes

Success

• VK_SUCCESS

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The `VkShaderModuleCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkShaderModuleCreateInfo {
  VkStructureType sType;
  const void* pNext;
  VkShaderModuleCreateFlags flags;
  size_t codeSize;
  const uint32_t* pCode;
} VkShaderModuleCreateInfo;
```

• `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.

• `codeSize` is the size, in bytes, of the code pointed to by `pCode`. 
• `pCode` is a pointer to code that is used to create the shader module. The type and format of the code is determined from the content of the memory addressed by `pCode`.

### Valid Usage

- VUID-VkShaderModuleCreateInfo-codeSize-08735
  - `codeSize` must be a multiple of 4

- VUID-VkShaderModuleCreateInfo-pCode-08736
  - `pCode` must point to valid SPIR-V code, formatted and packed as described by the Khronos SPIR-V Specification

- VUID-VkShaderModuleCreateInfo-pCode-08737
  - `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
  - `pCode` must declare the Shader capability for SPIR-V code

- VUID-VkShaderModuleCreateInfo-pCode-08739
  - `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
  - 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
  - `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
  - and `pCode` declares any of the SPIR-V extensions listed in the SPIR-V Environment appendix, one of the corresponding requirements must be satisfied

- VUID-VkShaderModuleCreateInfo-codeSize-01085
  - `codeSize` must be greater than 0

### Valid Usage (Implicit)

- VUID-VkShaderModuleCreateInfo-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_SHADER_MODULE_CREATE_INFO`

- VUID-VkShaderModuleCreateInfo-flags-zerobitmask
  - `flags` must be 0

- VUID-VkShaderModuleCreateInfo-pCode-parameter
  - `pCode` must be a valid pointer to an array of `codeSize/4` `uint32_t` values

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkShaderModuleCreateFlags;
```
 VkShaderModuleCreateFlags is a bitmask type for setting a mask, but is currently reserved for future use.

To destroy a shader module, call:

```
// Provided by VK_VERSION_1_0
void vkDestroyShaderModule(
    VkDevice device,
    VkShaderModule shaderModule,
    const VkAllocationCallbacks* pAllocator);
```

- **device** is the logical device that destroys the shader module.
- **shaderModule** is the handle of the shader module to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

A shader module **can** be destroyed while pipelines created using its shaders are still in use.

### Valid Usage

- **VUID-vkDestroyShaderModule-shaderModule-01092**
  If VkAllocationCallbacks were provided when shaderModule was created, a compatible set of callbacks **must** be provided here.

- **VUID-vkDestroyShaderModule-shaderModule-01093**
  If no VkAllocationCallbacks were provided when shaderModule was created, pAllocator **must** be NULL.

### Valid Usage (Implicit)

- **VUID-vkDestroyShaderModule-device-parameter**
  **device** **must** be a valid VkDevice handle.

- **VUID-vkDestroyShaderModule-shaderModule-parameter**
  If shaderModule is not VK_NULL_HANDLE, shaderModule **must** be a valid VkShaderModule handle.

- **VUID-vkDestroyShaderModule-pAllocator-parameter**
  If pAllocator is not NULL, pAllocator **must** be a valid pointer to a valid VkAllocationCallbacks structure.

- **VUID-vkDestroyShaderModule-shaderModule-parent**
  If shaderModule is a valid handle, it **must** have been created, allocated, or retrieved from device.

### Host Synchronization

- Host access to shaderModule **must** be externally synchronized.
9.3. 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`. Calling `vkCmdBindShadersEXT` binds all stages in `pStages`.

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>• <code>VK_SHADER_STAGE_VERTEX_BIT</code></td>
<td><code>VK_PIPELINE_BIND_POINT_GRAPHICS</code></td>
<td>all drawing commands</td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_GEOMETRY_BIT</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_FRAGMENT_BIT</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_COMPUTE_BIT</code></td>
<td><code>VK_PIPELINE_BIND_POINT_COMPUTE</code></td>
<td>all dispatch commands</td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_ANY_HIT_BIT_KHR</code></td>
<td><code>VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR</code></td>
<td><code>vkCmdTraceRaysKHR</code> and <code>vkCmdTraceRaysIndirectKHR</code></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_CALLABLE_BIT_KHR</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_INTERSECTION_BIT_KHR</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_MISS_BIT_KHR</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• <code>VK_SHADER_STAGE_RAYGEN_BIT_KHR</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

9.4. 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.

9.4.1. 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 terminated.

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.

9.5. 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 atomic barriers are not supported and SequentiallyConsistent is treated as AcquireRelease. SequentiallyConsistent should not be used.

9.6. 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.

9.7. 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.

9.7.1. 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).
9.8. 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_shader_object
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 drawing using shader objects. 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 `shaderObject` 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
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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`.

9.8.1. 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.

9.9. 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.
9.9.1. 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.

9.10. 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.

9.10.1. 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.

9.11. 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.

9.12. 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 or LocalSizeId 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.

9.13. Ray Generation Shaders

A ray generation shader is similar to a compute shader. Its main purpose is to execute ray tracing queries using pipeline trace ray instructions (such as OpTraceRayKHR) and process the results.
9.13.1. Ray Generation Shader Execution

One ray generation shader is executed per ray tracing dispatch. Its location in the shader binding table (see Shader Binding Table for details) is passed directly into vkCmdTraceRaysKHR using the pRaygenShaderBindingTable parameter or .


Intersection shaders enable the implementation of arbitrary, application defined geometric primitives. An intersection shader for a primitive is executed whenever its axis-aligned bounding box is hit by a ray.

Like other ray tracing shader domains, an intersection shader operates on a single ray at a time. It also operates on a single primitive at a time. It is therefore the purpose of an intersection shader to compute the ray-primitive intersections and report them. To report an intersection, the shader calls the OpReportIntersectionKHR instruction.

An intersection shader communicates with any-hit and closest shaders by generating attribute values that they can read. Intersection shaders cannot read or modify the ray payload.

9.14.1. Intersection Shader Execution

The order in which intersections are found along a ray, and therefore the order in which intersection shaders are executed, is unspecified.

The intersection shader of the closest AABB which intersects the ray is guaranteed to be executed at some point during traversal, unless the ray is forcibly terminated.

9.15. Any-Hit Shaders

The any-hit shader is executed after the intersection shader reports an intersection that lies within the current $[t_{\text{min}}, t_{\text{max}}]$ of the ray. The main use of any-hit shaders is to programmatically decide whether or not an intersection will be accepted. The intersection will be accepted unless the shader calls the OpIgnoreIntersectionKHR instruction. Any-hit shaders have read-only access to the attributes generated by the corresponding intersection shader, and can read or modify the ray payload.

9.15.1. Any-Hit Shader Execution

The order in which intersections are found along a ray, and therefore the order in which any-hit shaders are executed, is unspecified.

The any-hit shader of the closest hit is guaranteed to be executed at some point during traversal, unless the ray is forcibly terminated.

9.16. Closest Hit Shaders

Closest hit shaders have read-only access to the attributes generated by the corresponding
intersection shader, and can read or modify the ray payload. They also have access to a number of system-generated values. Closest hit shaders can call pipeline trace ray instructions to recursively trace rays.

9.16.1. Closest Hit Shader Execution

Exactly one closest hit shader is executed when traversal is finished and an intersection has been found and accepted.

9.17. Miss Shaders

Miss shaders can access the ray payload and can trace new rays through the pipeline trace ray instructions, but cannot access attributes since they are not associated with an intersection.

9.17.1. Miss Shader Execution

A miss shader is executed instead of a closest hit shader if no intersection was found during traversal.

9.18. Callable Shaders

Callable shaders can access a callable payload that works similarly to ray payloads to do subroutine work.

9.18.1. Callable Shader Execution

A callable shader is executed by calling OpExecuteCallableKHR from an allowed shader stage.

9.19. 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.

If the PerVertexKHR decoration is present on an input variable, the value is not interpolated, and instead values from all input vertices are available in an array. Each index of the array corresponds to one of the vertices of the primitive that produced the fragment.

9.20. 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.

9.21. Scope

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.

9.21.1. Cross Device

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.
9.21.2. 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.

9.21.3. 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*.

9.21.4. Command

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. For ray tracing shaders, an invocation group is an implementation-dependent subset of the set of shader invocations of a given shader stage which are produced by a single trace rays command.

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.
9.21.5. 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.

9.21.6. Shader Call

Any shader-call-related invocations that are executed in one or more ray tracing execution models form a **shader call scope instance**.

The ShaderCallKHR Scope can be used as Memory Scope for barrier and atomic operations.

Each invocation in a shader call scope instance **must** be in the same queue family scope instance.

9.21.7. Workgroup

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.

When variables declared with the Workgroup storage class are explicitly laid out (hence they are also decorated with Block), the amount of storage consumed is the size of the largest Block variable, not counting any padding at the end. The amount of storage consumed by the non-Block 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 non-Block 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.)

9.21.8. 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 = texelFetchTextures[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[];
```
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.

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.

### 9.21.9. Quad

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 \texttt{quadOperationsInAllStages} limit is supported, any shader stages that support subgroup operations also have defined quad scope instances.

### 9.21.10. Invocation

The smallest \textit{scope} is a single invocation; this is represented by the Invocation Scope in SPIR-V.

Fragment shader invocations must be in a \textit{primitive scope instance}.

Invocations in shaders that have defined workgroups must be in a \textit{local workgroup}.

Invocations in shaders that have a defined subgroup scope must be in a \textit{subgroup}.

Invocations in shaders that have a defined quad scope must be in a \textit{quad scope instance}.

All invocations in all stages must be in a \textit{command scope instance}.

### 9.22. Group Operations

\textit{Group operations} are executed by multiple invocations within a \textit{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 \textit{Scope} defining the desired \textit{scope instance} to operate within. Only the \textit{Subgroup} scope can be used for these operations; the \textit{subgroupSupportedOperations} limit defines
which types of operation can be used.

9.22.1. 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.

9.22.2. 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.

9.22.3. 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.

9.22.4. 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.
9.22.5. Shuffle Group Operations

The shuffle group operations allow invocations to read values from other invocations within a group.

9.22.6. 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.

9.22.7. 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.

9.22.8. Rotate Group Operations

The rotate group operations allow invocations to read values from other invocations within the group relative to the current invocation and modulo the size of the group. Clustered rotate group operations perform the same operation within individual partitions of a group.

The partitions for clustered rotate group operations are consecutive power-of-two size groups of invocations and the cluster size must be known at pipeline creation time.

9.23. 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.

9.24. 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 \textit{derivative group} as defined in the SPIR-V specification.

A derivative group in a fragment shader is equivalent to the \textit{quad scope instance} if the QuadDerivativesKHR execution mode is specified, otherwise it is equivalent to the \textit{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:

- If the QuadDerivativesKHR execution mode is specified, dynamic instances of any derivative operations \textbf{must} be executed in control flow that is uniform within the current \textit{quad scope instance}.

- If the QuadDerivativesKHR execution mode is not specified:
  - dynamic instances of explicit derivative instructions ($\text{OpDPdx}^*$, $\text{OpDPdy}^*$, and $\text{OpFwidth}^*$) \textbf{must} be executed in control flow that is uniform within a derivative group.
  - dynamic instances of implicit derivative operations \textbf{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 \textbf{must} launch sufficient invocations to ensure their correct operation; additional \textit{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 \textit{Quad}.

Coarse derivative operations ($\text{OpDPdxCoarse}$ and $\text{OpDPdyCoarse}$), calculate their results in roughly the same manner, but \textbf{may} only calculate two values instead of four (one for each of $\text{DPdx}$ and $\text{DPdy}$), reusing the same result no matter the originating invocation. If an implementation does this, it \textbf{should} use the fine derivative calculations described for $P_0$.  


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*Sample*ImplicitLod} instruction is equivalent to executing \text{OpDPdx(Coordinate)} and \text{OpDPdy(Coordinate)}, and passing the results as the Grad operands \text{dx} and \text{dy}.

It is expected that using the ImplicitLod variants of sampling functions will be substantially more efficient than using the ExplicitLod variants with explicitly generated derivatives.

### 9.25. 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 atomics 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.

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.
variables in fragment shaders can be read from as well, and they behave more like **Private** variables for the duration of the shader invocation.

If the `MaximallyReconvergesKHR` execution mode is applied to the entry point, helper invocations **must** remain active for all instructions for the lifetime of the quad scope instance they are a part of. If the `MaximallyReconvergesKHR` execution mode is not applied to the entry point, 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.


A **cooperative matrix** type is a SPIR-V type where the storage for and computations performed on the matrix are spread across the invocations in a scope instance. These types give the implementation freedom in how to optimize matrix multiplies.

SPIR-V defines the types and instructions, but does not specify rules about what sizes/combinations are valid, and it is expected that different implementations **may** support different sizes.

To enumerate the supported cooperative matrix types and operations, call:

```c
// Provided by VK_KHR_cooperative_matrix
VkResult vkGetPhysicalDeviceCooperativeMatrixPropertiesKHR(
    VkPhysicalDevice physicalDevice, // physicalDevice
    uint32_t* pPropertyCount,         // pPropertyCount
    VkCooperativeMatrixPropertiesKHR* pProperties); // pProperties
```

- **physicalDevice** is the physical device.
- **pPropertyCount** is a pointer to an integer related to the number of cooperative matrix properties available or queried.
- **pProperties** is either **NULL** or a pointer to an array of `VkCooperativeMatrixPropertiesKHR` structures.

If **pProperties** is **NULL**, then the number of cooperative matrix 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 cooperative matrix 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 cooperative matrix properties were returned.

### Valid Usage (Implicit)

- **VUID-vkGetPhysicalDeviceCooperativeMatrixPropertiesKHR-physicalDevice-parameter**
  - **physicalDevice** must be a valid `VkPhysicalDevice` handle
- **VUID-vkGetPhysicalDeviceCooperativeMatrixPropertiesKHR-pPropertyCount-parameter**
**pPropertyCount** must be a valid pointer to a `uint32_t` value

- **VUID-vkGetPhysicalDeviceCooperativeMatrixPropertiesKHR-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` `VkCooperativeMatrixPropertiesKHR` structures

---

**Return Codes**

**Success**
- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

Each `VkCooperativeMatrixPropertiesKHR` structure describes a single supported combination of types for a matrix multiply/add operation (OpCooperativeMatrixMulAddKHR). The multiply can be described in terms of the following variables and types (in SPIR-V pseudocode):

```spirv
%A is of type OpTypeCooperativeMatrixKHR %AType %scope %MSize %KSize %MatrixAKHR
%B is of type OpTypeCooperativeMatrixKHR %BType %scope %KSize %MSize %MatrixBKHR
%C is of type OpTypeCooperativeMatrixKHR %CType %scope %MSize %NSize %MatrixAccumulatorKHR
%Result is of type OpTypeCooperativeMatrixKHR %ResultType %scope %MSize %NSize %MatrixAccumulatorKHR

%Result = %A * %B + %C // using OpCooperativeMatrixMulAddKHR
```

A matrix multiply with these dimensions is known as an `MxNxK` matrix multiply.

The `VkCooperativeMatrixPropertiesKHR` structure is defined as:
// Provided by VK_KHR_cooperative_matrix

typedef struct VkCooperativeMatrixPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t MSize;
    uint32_t NSize;
    uint32_t KSize;
    VkComponentTypeKHR AType;
    VkComponentTypeKHR BType;
    VkComponentTypeKHR CType;
    VkComponentTypeKHR ResultType;
    VkBool32 saturatingAccumulation;
    VkScopeKHR scope;
} VkCooperativeMatrixPropertiesKHR;

• **sType** is a **VkStructureType** value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **MSize** is the number of rows in matrices A, C, and Result.
• **KSize** is the number of columns in matrix A and rows in matrix B.
• **NSize** is the number of columns in matrices B, C, Result.
• **AType** is the component type of matrix A, of type VkComponentTypeKHR.
• **BType** is the component type of matrix B, of type VkComponentTypeKHR.
• ** CType** is the component type of matrix C, of type VkComponentTypeKHR.
• **ResultType** is the component type of matrix Result, of type VkComponentTypeKHR.
• **saturatingAccumulation** indicates whether the SaturatingAccumulation operand to OpCooperativeMatrixMulAddKHR **must** be present.
• **scope** is the scope of all the matrix types, of type VkScopeKHR.

If some types are preferred over other types (e.g. for performance), they **should** appear earlier in the list enumerated by vkGetPhysicalDeviceCooperativeMatrixPropertiesKHR.

At least one entry in the list **must** have power of two values for all of MSize, KSize, and NSize.

**scope** **must** be VK_SCOPE_SUBGROUP_KHR.

### Valid Usage (Implicit)

- VUID-VkCooperativeMatrixPropertiesKHR-sType-sType
  sType **must** be VK_STRUCTURE_TYPE_COOPERATIVE_MATRIX_PROPERTIES_KHR

- VUID-VkCooperativeMatrixPropertiesKHR-pNext-pNext
  pNext **must** be NULL

Possible values for VkScopeKHR include:
// Provided by VK_KHR_cooperative_matrix
typedef enum VkScopeKHR {
    VK_SCOPE_DEVICE_KHR = 1,
    VK_SCOPE_WORKGROUP_KHR = 2,
    VK_SCOPE_SUBGROUP_KHR = 3,
    VK_SCOPE_QUEUE_FAMILY_KHR = 5,
} VkScopeKHR;

• VK_SCOPE_DEVICE_KHR corresponds to SPIR-V Device scope.
• VK_SCOPE_WORKGROUP_KHR corresponds to SPIR-V Workgroup scope.
• VK_SCOPE_SUBGROUP_KHR corresponds to SPIR-V Subgroup scope.
• VK_SCOPE_QUEUE_FAMILY_KHR corresponds to SPIR-V QueueFamily scope.

All enum values match the corresponding SPIR-V value.

Possible values for VkComponentTypeKHR include:

// Provided by VK_KHR_cooperative_matrix
typedef enum VkComponentTypeKHR {
    VK_COMPONENT_TYPE_FLOAT16_KHR = 0,
    VK_COMPONENT_TYPE_FLOAT32_KHR = 1,
    VK_COMPONENT_TYPE_FLOAT64_KHR = 2,
    VK_COMPONENT_TYPE_SINT8_KHR = 3,
    VK_COMPONENT_TYPE_SINT16_KHR = 4,
    VK_COMPONENT_TYPE_SINT32_KHR = 5,
    VK_COMPONENT_TYPE_SINT64_KHR = 6,
    VK_COMPONENT_TYPE_UINT8_KHR = 7,
    VK_COMPONENT_TYPE_UINT16_KHR = 8,
    VK_COMPONENT_TYPE_UINT32_KHR = 9,
    VK_COMPONENT_TYPE_UINT64_KHR = 10,
} VkComponentTypeKHR;

• VK_COMPONENT_TYPE_FLOAT16_KHR corresponds to SPIR-V OpTypeFloat 16.
• VK_COMPONENT_TYPE_FLOAT32_KHR corresponds to SPIR-V OpTypeFloat 32.
• VK_COMPONENT_TYPE_FLOAT64_KHR corresponds to SPIR-V OpTypeFloat 64.
• VK_COMPONENT_TYPE_SINT8_KHR corresponds to SPIR-V OpTypeInt 8 1.
• VK_COMPONENT_TYPE_SINT16_KHR corresponds to SPIR-V OpTypeInt 16 1.
• VK_COMPONENT_TYPE_SINT32_KHR corresponds to SPIR-V OpTypeInt 32 1.
• VK_COMPONENT_TYPE_SINT64_KHR corresponds to SPIR-V OpTypeInt 64 1.
• VK_COMPONENT_TYPE_UINT8_KHR corresponds to SPIR-V OpTypeInt 8 0.
• VK_COMPONENT_TYPE_UINT16_KHR corresponds to SPIR-V OpTypeInt 16 0.
• VK_COMPONENT_TYPE_UINT32_KHR corresponds to SPIR-V OpTypeInt 32 0.
• VK_COMPONENT_TYPE_UINT64_KHR corresponds to SPIR-V OpTypeInt 64 0.
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, a ray tracing 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, ray tracing, 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 `vkCreateRayTracingPipelinesKHR`, `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 a pipeline that has the `VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT` set in its `Vk*PipelineCreateInfo`, pipelines at an index in the `pPipelines` array greater than or equal to that of the failing pipeline will be set to `VK_NULL_HANDLE`.

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 `module` and `pName` selecting an entry point from a shader module, where that entry point defines a valid compute shader, in the `VkPipelineShaderStageCreateInfo` structure contained within the `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 either `VK_NULL_HANDLE`, indicating that pipeline caching is disabled; or the handle of a valid pipeline cache object, in which case use of that cache is enabled for the duration of the command.
- `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.

### Valid Usage

- **VUID-vkCreateComputePipelines-flags-00695**
  If the `flags` member of any element of `pCreateInfos` contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and the `basePipelineIndex` member of that same element is not `-1`, `basePipelineIndex` must be less than the index into `pCreateInfos` that corresponds to that element.

- **VUID-vkCreateComputePipelines-flags-00696**
  If the `flags` member of any element of `pCreateInfos` contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, the base pipeline must have been created with the `VK_PIPELINE_CREATE_ALLOW_DERIVATIVES_BIT` flag set.

- **VUID-vkCreateComputePipelines-pipelineCache-02873**
  If `pipelineCache` was created with `VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT`, host access to `pipelineCache` must be externally synchronized.

### Valid Usage (Implicit)

- **VUID-vkCreateComputePipelines-device-parameter**
  `device` must be a valid `VkDevice` handle.

- **VUID-vkCreateComputePipelines-pipelineCache-parameter**
  If `pipelineCache` is not `VK_NULL_HANDLE`, `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-parameter**
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure.

- **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**
  If `pipelineCache` is a valid handle, it 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

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.
- `basePipelineIndex` is an index into the `pCreateInfos` parameter to use as a pipeline to derive from.

The parameters `basePipelineHandle` and `basePipelineIndex` are described in more detail in [Pipeline Derivatives](#).

If a `VkPipelineCreateFlags2CreateInfoKHR` structure is present in the `pNext` chain, `VkPipelineCreateFlags2CreateInfoKHR::flags` from that structure is used instead of `flags` from this structure.

Valid Usage

- VUID-VkComputePipelineCreateInfo-None-09497
  If the `pNext` chain does not include a `VkPipelineCreateFlags2CreateInfoKHR` structure, `flags` must be a valid combination of `VkPipelineCreateFlagBits` values
• VUID-VkComputePipelineCreateInfo-flags-07984
  If flags contains the VK_PIPELINE_CREATE_DERIVATIVE_BIT flag, and basePipelineIndex is -1, basePipelineHandle must be a valid compute VkPipeline handle.

• VUID-VkComputePipelineCreateInfo-flags-07985
  If flags contains the VK_PIPELINE_CREATE_DERIVATIVE_BIT flag, and basePipelineIndex is VK_NULL_HANDLE, basePipelineIndex must be a valid index into the calling command's pCreateInfos parameter.

• VUID-VkComputePipelineCreateInfo-flags-07986
  If flags contains the VK_PIPELINE_CREATE_DERIVATIVE_BIT flag, and basePipelineHandle is VK_NULL_HANDLE, basePipelineIndex must be a valid index into the calling command's pCreateInfos parameter.

• 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-07989
  If a resource variables is declared in a shader as an array, a descriptor slot in layout must match the descriptor count.

• VUID-VkComputePipelineCreateInfo-flags-03365
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-flags-03366
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-flags-03367
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-flags-03368
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-flags-03369
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-flags-03370
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-flags-03576
  flags must not include VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR.

• VUID-VkComputePipelineCreateInfo-pipelineCreationCacheControl-02875
  If the pipelineCreationCacheControl feature is not enabled, flags must not include VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT or
VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT

- 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

- VUID-VkComputePipelineCreateInfo-shaderEnqueue-09177
  flags must not include VK_PIPELINE_CREATE_LIBRARY_BIT_KHR

- VUID-VkComputePipelineCreateInfo-pipelineStageCreationFeedbackCount-06566
  If VkPipelineCreationFeedbackCreateInfo::pipelineStageCreationFeedbackCount is not 0, it must be 1

- VUID-VkComputePipelineCreateInfo-flags-07367
  flags must not include VK_PIPELINE_CREATERAY_TRACING_OPACITY_MICROMAP_BIT_EXT

Valid Usage (Implicit)

- VUID-VkComputePipelineCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_COMPUTE_PIPELINE_CREATE_INFO

- VUID-VkComputePipelineCreateInfo-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 VkPipelineCreateFlags2CreateInfoKHR or VkPipelineCreationFeedbackCreateInfo

- 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:
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 optionally a VkShaderModule object containing the shader code for this stage.
• **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.

If **module** is not VK_NULL_HANDLE, the shader code used by the pipeline is defined by **module**. If **module** is VK_NULL_HANDLE, the shader code is defined by the chained VkShaderModuleCreateInfo if present.

### 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-pName-00707**
  pName **must** be the name of an OpEntryPoint in **module** 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::maxClipDistances

- 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 stage is VK_SHADER_STAGE_FRAGMENT_BIT, and the identified entry point writes to FragDepth in any execution path, all execution paths that are not exclusive to helper invocations must either discard the fragment, or write or initialize the value of FragDepth

- VUID-VkPipelineShaderStageCreateInfo-flags-02784
  If flags has the VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT flag set,
the `subgroupSizeControl` feature **must** be enabled

- **VUID-VkPipelineShaderStageCreateInfo-flags-02785**
  If `flags` has the `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` flag set, the `computeFullSubgroups` feature **must** be enabled

- **VUID-VkPipelineShaderStageCreateInfo-flags-08988**
  If `flags` includes `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT`, stage **must** be `VK_SHADER_STAGE_COMPUTE_BIT`

- **VUID-VkPipelineShaderStageCreateInfo-pNext-02754**
  If a `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is included in the `pNext` chain, `flags` **must not** have the `VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT` flag set

- **VUID-VkPipelineShaderStageCreateInfo-pNext-02755**
  If a `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is included in the `pNext` chain, the `subgroupSizeControl` feature **must** be enabled, and stage **must** be a valid bit specified in `requiredSubgroupSizeStages`

- **VUID-VkPipelineShaderStageCreateInfo-pNext-02756**
  If a `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is included in the `pNext` chain and stage is `VK_SHADER_STAGE_COMPUTE_BIT`, the local workgroup size of the shader **must** be less than or equal to the product of `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo::requiredSubgroupSize` and `maxComputeWorkgroupSubgroups`

- **VUID-VkPipelineShaderStageCreateInfo-pNext-02757**
  If a `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is included in the `pNext` chain, and `flags` has the `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` flag set, the local workgroup size in the X dimension of the pipeline **must** be a multiple of `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo::requiredSubgroupSize`

- **VUID-VkPipelineShaderStageCreateInfo-flags-02758**
  If `flags` has both the `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` and `VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT` flags set, the local workgroup size in the X dimension of the pipeline **must** be a multiple of `maxSubgroupSize`

- **VUID-VkPipelineShaderStageCreateInfo-flags-02759**
  If `flags` has the `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` flag set and `flags` does not have the `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`

- **VUID-VkPipelineShaderStageCreateInfo-module-08987**
  If `module` uses the `OpTypeCooperativeMatrixKHR` instruction with a `Scope` equal to `Subgroup`, then the local workgroup size in the X dimension of the pipeline **must** be a multiple of `subgroupSize`

- **VUID-VkPipelineShaderStageCreateInfo-stage-08771**
  `module` **must** be a valid `VkShaderModule` if none of the following features are enabled:
If `module` is `VK_NULL_HANDLE`, there **must** be a valid `VkShaderModuleCreateInfo` structure in the `pNext` chain.

The shader code used by the pipeline **must** be valid as described by the Khronos SPIR-V Specification after applying the specializations provided in `pSpecializationInfo`, if any, and then converting all specialization constants into fixed constants.

Valid Usage (Implicit)

- **sType must** be `VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_CREATE_INFO`.
- 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 `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` or `VkShaderModuleCreateInfo`.
- The `sType` value of each struct in the `pNext` chain **must** be unique.
- `flags` **must** be a valid combination of `VkPipelineShaderStageCreateFlagBits` values.
- `stage` **must** be a valid `VkShaderStageFlagBits` value.
- If `module` is not `VK_NULL_HANDLE`, `module` **must** be a valid `VkShaderModule` handle.
- `pName` **must** be a null-terminated UTF-8 string.
- If `pSpecializationInfo` is not `NULL`, `pSpecializationInfo` **must** be a valid pointer to a valid `VkSpecializationInfo` structure.

```
// 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,
  VK_SHADER_STAGE_RAYGEN_BIT_KHR = 0x00000100,
  VK_SHADER_STAGE_ANY_HIT_BIT_KHR = 0x00000200,
  VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR = 0x00000400,
  VK_SHADER_STAGE_MISS_BIT_KHR = 0x00000800,
  VK_SHADER_STAGE_INTERSECTION_BIT_KHR = 0x00001000,
  VK_SHADER_STAGE_CALLABLE_BIT_KHR = 0x00002000,
} 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.

• **VK_SHADER_STAGE_RAYGEN_BIT_KHR** specifies the ray generation stage.

• **VK_SHADER_STAGE_ANY_HIT_BIT_KHR** specifies the any-hit stage.

• **VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR** specifies the closest hit stage.

• **VK_SHADER_STAGE_MISS_BIT_KHR** specifies the miss stage.

• **VK_SHADER_STAGE_INTERSECTION_BIT_KHR** specifies the intersection stage.

• **VK_SHADER_STAGE_CALLABLE_BIT_KHR** specifies the callable stage.

**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
// Provided by VK_VERSION_1_3
typedef struct VkPipelineShaderStageRequiredSubgroupSizeCreateInfo {
    VkStructureType sType;
    void* pNext;
    uint32_t requiredSubgroupSize;
} VkPipelineShaderStageRequiredSubgroupSizeCreateInfo;
```

or the equivalent.
// Provided by VK_EXT_shader_object
typedef VkPipelineShaderStageRequiredSubgroupSizeCreateInfo
VkShaderRequiredSubgroupSizeCreateInfoEXT;

• **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.

If a `VkShaderRequiredSubgroupSizeCreateInfoEXT` structure is included in the `pNext` chain of `VkShaderCreateInfoEXT`, it specifies that the shader being compiled has a required subgroup size.

---

**Valid Usage**

- VUID-VkPipelineShaderStageRequiredSubgroupSizeCreateInfo-requiredSubgroupSize-02760
  `requiredSubgroupSize` **must** be a power-of-two integer
- VUID-VkPipelineShaderStageRequiredSubgroupSizeCreateInfo-requiredSubgroupSize-02761
  `requiredSubgroupSize` **must** be greater or equal to `minSubgroupSize`
- VUID-VkPipelineShaderStageRequiredSubgroupSizeCreateInfo-requiredSubgroupSize-02762
  `requiredSubgroupSize` **must** be less than or equal to `maxSubgroupSize`

---

**Valid Usage (Implicit)**

- VUID-VkPipelineShaderStageRequiredSubgroupSizeCreateInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_REQUIRED_SUBGROUP_SIZE_CREATE_INFO`

---

### 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:
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 either VK_NULL_HANDLE, indicating that pipeline caching is disabled; or the handle of a valid pipeline cache object, in which case use of that cache is enabled for the duration of the command.
- **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.

### Valid Usage

- **VUID-vkCreateGraphicsPipelines-flags-00720**
  If the flags member of any element of pCreateInfos contains the VK_PIPELINE_CREATE_DERIVATIVE_BIT flag, and the basePipelineIndex member of that same element is not -1, basePipelineIndex must be less than the index into pCreateInfos that corresponds to that element.

- **VUID-vkCreateGraphicsPipelines-flags-00721**
  If the flags member of any element of pCreateInfos contains the VK_PIPELINE_CREATE_DERIVATIVE_BIT flag, the base pipeline must have been created with the VK_PIPELINE_CREATE_ALLOW_DERIVATIVES_BIT flag set.

- **VUID-vkCreateGraphicsPipelines-pipelineCache-02876**
  If pipelineCache was created with VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT, host access to pipelineCache must be externally synchronized.

### Note

An implicit cache may be provided by the implementation or a layer. For this reason, it is still valid to set
VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT on flags for any element of pCreateInfos while passing VK_NULL_HANDLE for pipelineCache.

Valid Usage (Implicit)

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

- VUID-vkCreateGraphicsPipelines-pipelineCache-parameter
If pipelineCache is not VK_NULL_HANDLE, 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-parameter
If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- VUID-vkCreateGraphicsPipelines-pPipelines-parameter
pPipelines must be a valid pointer to an array of createInfoCount VkPipeline handles

- VUID-vkCreateGraphicsPipelines-createInfoCount-arraylength
createInfoCount must be greater than 0

- VUID-vkCreateGraphicsPipelines-pipelineCache-parent
If pipelineCache is a valid handle, it 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

The VkGraphicsPipelineCreateInfo structure is defined as:
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 VkPipelineViewportStateCreateInfo* pViewportState;
    const VkPipelineRasterizationStateCreateInfo* pRasterizationState;
    const VkPipelineMultisampleStateCreateInfo* pMultisampleState;
    const VkPipelineDepthStencilStateCreateInfo* pDepthStencilState;
    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.
- **pInputAssemblyState** is a pointer to a `VkPipelineInputAssemblyStateCreateInfo` structure which determines input assembly behavior for vertex shading, as described in Drawing Commands. If the `VK_EXT_extended_dynamic_state3` extension is enabled, it can be **NULL** if the pipeline is created with both `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE` and `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` dynamic states set and `dynamicPrimitiveTopologyUnrestricted` is **VK_TRUE**.
- **pTessellationState** is a pointer to a `VkPipelineTessellationStateCreateInfo` structure defining tessellation state used by tessellation shaders.
- **pViewportState** is a pointer to a `VkPipelineViewportStateCreateInfo` structure defining viewport state used when rasterization is enabled. If the `VK_EXT_extended_dynamic_state3` extension is enabled, it can be **NULL** if the pipeline is created with both `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` and `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic states set.
- **pRasterizationState** is a pointer to a `VkPipelineRasterizationStateCreateInfo` structure defining rasterization state. If the `VK_EXT_extended_dynamic_state3` extension is enabled, it can be **NULL** if
The pipeline is created with all of `VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT`, `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE_EXT`, `VK_DYNAMIC_STATE_CULL_MODE`, `VK_DYNAMIC_STATE_FRONT_FACE`, `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE_EXT`, `VK_DYNAMIC_STATE_DEPTH_BIAS`, and `VK_DYNAMIC_STATE_LINE_WIDTH` dynamic states set.

- **pMultisampleState** is a pointer to a `VkPipelineMultisampleStateCreateInfo` structure defining multisample state used when rasterization is enabled. If the `VK_EXT_extended_dynamic_state3` extension is enabled, it can be `NULL` if the pipeline is created with all of `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT`, `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT`, and `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` dynamic states set, and either `alphaToOne` is disabled on the device or `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` is set, in which case `VkPipelineMultisampleStateCreateInfo::sampleShadingEnable` is assumed to be `VK_FALSE`.

- **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. If the `VK_EXT_extended_dynamic_state3` extension is enabled, it can be `NULL` if the pipeline is created with all of `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE`, `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE`, `VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE`, `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE`, `VK_DYNAMIC_STATE_STENCIL_OP`, and `VK_DYNAMIC_STATE_DEPTH_BOUNDS` dynamic states set.

- **pColorBlendState** is a pointer to a `VkPipelineColorBlendStateCreateInfo` structure defining color blend state used when rasterization is enabled for any color attachments accessed during rendering. If the `VK_EXT_extended_dynamic_state3` extension is enabled, it can be `NULL` if the pipeline is created with all of `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT`, `VK_DYNAMIC_STATE_LOGIC_OP_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`, `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`, and `VK_DYNAMIC_STATE_BLEND_CONSTANTS` dynamic states set.

- **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.

- **basePipelineIndex** is an index into the `pCreateInfos` parameter to use as a pipeline to derive from.

The parameters `basePipelineHandle` and `basePipelineIndex` are described in more detail in Pipeline Derivatives.

---

**Note**

With `VK_EXT_extended_dynamic_state3`, it is possible that many of the `VkGraphicsPipelineCreateInfo` members above can be `NULL` because all their state is
dynamic and therefore ignored. This is optional so the application can still use a valid pointer if it needs to set the pNext or flags fields to specify state for other extensions.

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
- VkRenderPass and subpass parameter
- The viewMask parameter of VkPipelineRenderingCreateInfo (formats are ignored)
- 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 if sample shading is enabled or renderpass is not VK_NULL_HANDLE
- VkPipelineDepthStencilStateCreateInfo
• **VkRenderPass** and **subpass** parameter

• The **viewMask** parameter of **VkPipelineRenderingCreateInfo** (formats are ignored)

• **VkPipelineFragmentShadingRateStateCreateInfoKHR**

• Inclusion/omission of the **VK_PIPELINE_RASTERIZATION_STATE_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR** flag

• **VkRenderingInputAttachmentIndexInfoKHR**

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**

• **VkPipelineRenderingCreateInfo**

• Inclusion/omission of the **VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** and **VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** flags

• **VkRenderingAttachmentLocationInfoKHR**

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.

If a **VkPipelineCreateFlags2CreateInfoKHR** structure is present in the **pNext** chain, **VkPipelineCreateFlags2CreateInfoKHR**::**flags** from that structure is used instead of **flags** from this structure.

**Valid Usage**

• VUID-VkGraphicsPipelineCreateInfo-None-09497

  If the **pNext** chain does not include a **VkPipelineCreateFlags2CreateInfoKHR** structure, **flags** must be a valid combination of **VkPipelineCreateFlagBits** values

• VUID-VkGraphicsPipelineCreateInfo-flags-07984
If `flags` contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and `basePipelineIndex` is -1, `basePipelineHandle` must be a valid graphics `VkPipeline` handle

- **VUID-VkGraphicsPipelineCreateInfo-flags-07985**
  If `flags` contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and `basePipelineHandle` is `VK_NULL_HANDLE`, `basePipelineIndex` must be a valid index into the calling command's `pCreateInfos` parameter

- **VUID-VkGraphicsPipelineCreateInfo-flags-07986**
  If `flags` contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, `basePipelineIndex` must be -1 or `basePipelineHandle` must be `VK_NULL_HANDLE`

- **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 shader code of at least one stage must contain an `OpExecutionMode` instruction specifying the type of subdivision in the pipeline

- **VUID-VkGraphicsPipelineCreateInfo-pTessellationState-09023**
  If `pTessellationState` is not NULL it must be a pointer to a valid `VkPipelineTessellationStateCreateInfo` structure
• VUID-VkGraphicsPipelineCreateInfo-pStages-00733
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.

• VUID-VkGraphicsPipelineCreateInfo-pStages-00734
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.

• VUID-VkGraphicsPipelineCreateInfo-pStages-00735
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 out patch size in the pipeline, they must both specify the same patch size.

• VUID-VkGraphicsPipelineCreateInfo-pStages-08888
If the pipeline is being created with pre-rasterization shader state and vertex input state and pStages includes tessellation shader stages, and either

\[\text{VK\_DYNAMIC\_STATE\_PRIMITIVE\_TOPOLOGY}\] dynamic state is not enabled or
dynamicPrimitiveTopologyUnrestricted is VK\_FALSE, the topology member of pInputAssembly must be \[\text{VK\_PRIMITIVE\_TOPOLOGY\_PATCH\_LIST}\].

• VUID-VkGraphicsPipelineCreateInfo-topology-08889
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, and either

\[\text{VK\_DYNAMIC\_STATE\_PRIMITIVE\_TOPOLOGY}\] dynamic state is not enabled or
dynamicPrimitiveTopologyUnrestricted is VK\_FALSE, then pStages must include tessellation shader stages.

• VUID-VkGraphicsPipelineCreateInfo-TessellationEvaluation-07723
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 maintenance5 is not enabled.

• VUID-VkGraphicsPipelineCreateInfo-maintenance5-08775
If maintenance5 is enabled and a PointSize decorated variable is written to, all execution paths must write to a PointSize decorated variable.

• VUID-VkGraphicsPipelineCreateInfo-TessellationEvaluation-07724
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 maintenance5 is not enabled.

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`, and either the `VK_EXT_extended_dynamic_state3` extension is not enabled, or either the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` or `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic states are not set, `pViewportState` must be a valid pointer to a valid `VkPipelineViewportStateCreateInfo` structure.

If `pViewportState` is not `NULL` it must be a valid pointer to a valid `VkPipelineViewportStateCreateInfo` structure.

If the pipeline requires fragment output interface state, and the `VK_EXT_extended_dynamic_state3` extension is not enabled or any of the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT`, `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT`, or `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` dynamic states is not set, or `alphaToOne` is enabled on the device and `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` is not set, `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, and the `VK_EXT_extended_dynamic_state3` extension is not enabled or, any of the `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`, or `VK_DYNAMIC_STATE_DEPTH_BOUNDS` dynamic states are not set, `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, and `VK_EXT_extended_dynamic_state3` extension is not enabled, or any of the `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT`, `VK_DYNAMIC_STATE_LOGIC_OP_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`, `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`, or `VK_DYNAMIC_STATE_BLEND_CONSTANTS` dynamic states are not set, `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 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.

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 \textit{pStages must} not include a geometry shader

- VUID-VkGraphicsPipelineCreateInfo-renderPass-06050
  If \textit{renderPass} is not \texttt{VK_NULL_HANDLE} and the pipeline is being created with \textit{pre-rasterization shader state}, and \textit{subpass} viewMask is not 0, then all of the shaders in the pipeline \textit{must} not include variables decorated with the \textit{Layer} built-in decoration in their interfaces

- VUID-VkGraphicsPipelineCreateInfo-flags-00764
  \textit{flags must} not contain the \texttt{VK_PIPELINE_CREATE_DISPATCH_BASE} flag

- VUID-VkGraphicsPipelineCreateInfo-pStages-01565
  If the pipeline requires \textit{fragment shader state} and an input attachment was referenced by an \textit{aspectMask} at \textit{renderPass} creation time, the fragment shader \textit{must} only read from the aspects that were specified for that input attachment

- VUID-VkGraphicsPipelineCreateInfo-layout-01688
  The number of resources in \textit{layout} accessible to each shader stage that is used by the pipeline \textit{must} be less than or equal to \texttt{VkPhysicalDeviceLimits::maxPerStageResources}

- VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04058
  If the pipeline requires \textit{pre-rasterization shader state}, and no element of the \textit{pDynamicStates} member of \textit{pDynamicState} is \texttt{VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT}, and if \textit{pNext} chain includes a \texttt{VkPipelineDiscardRectangleStateCreateInfoEXT} structure, and if its \textit{discardRectangleCount} member is not 0, then its \textit{pDiscardRectangles} member \textit{must} be a valid pointer to an array of \texttt{discardRectangleCount} \texttt{VkRect2D} structures

- VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-07855
  If \texttt{VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT} is included in the \textit{pDynamicStates} array then the implementation \textit{must} support at least \texttt{specVersion 2} of the \texttt{VK_EXT_discard_rectangles} extension

- VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-07856
  If \texttt{VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT} is included in the \textit{pDynamicStates} array then the implementation \textit{must} support at least \texttt{specVersion 2} of the \texttt{VK_EXT_discard_rectangles} extension

- VUID-VkGraphicsPipelineCreateInfo-pStages-02097
  If the pipeline requires \textit{vertex input state}, and \textit{pVertexInputState} is not dynamic, then \textit{pVertexInputState must} be a valid pointer to a valid \texttt{VkPipelineVertexInputStateCreateInfo} structure

- VUID-VkGraphicsPipelineCreateInfo-Input-07904
  If the pipeline is being created with \textit{vertex input state} and \textit{pVertexInputState} is not dynamic, then all variables with the \textit{Input} storage class decorated with \textit{Location} in the \texttt{Vertex Execution Model OpEntryPoint} \textit{must} contain a location in \texttt{VkVertexInputAttributeDescription::location}

- VUID-VkGraphicsPipelineCreateInfo-Input-08733
  If the pipeline requires \textit{vertex input state} and \textit{pVertexInputState} is not dynamic, then the numeric type associated with all \textit{Input} variables of the corresponding \textit{Location} in the \texttt{Vertex Execution Model OpEntryPoint} \textit{must} be the same as \texttt{VkVertexInputAttributeDescription::format}
If the pipeline is being created with \textit{vertex input state} and \texttt{pVertexInputState} is not dynamic, and \texttt{VkVertexInputAttributeDescription::format} has a 64-bit component, then the scalar width associated with all \textit{Input} variables of the corresponding \textit{Location} in the \textit{Vertex Execution Model OpEntryPoint} \textbf{must} be 64-bit.

If the pipeline is being created with \textit{vertex input state} and \texttt{pVertexInputState} is not dynamic, and the scalar width associated with a \textit{Location} decorated \textit{Input} variable in the \textit{Vertex Execution Model OpEntryPoint} is 64-bit, then the corresponding \texttt{VkVertexInputAttributeDescription::format} \textbf{must} have a 64-bit component.

If the pipeline is being created with \textit{vertex input state} and \texttt{pVertexInputState} is not dynamic, and \texttt{VkVertexInputAttributeDescription::format} has a 64-bit component, then all \textit{Input} variables at the corresponding \textit{Location} in the \textit{Vertex Execution Model OpEntryPoint} \textbf{must} not use components that are not present in the format.

If the pipeline requires \textit{vertex input state}, and the \texttt{VK_EXT_extended_dynamic_state3} extension is not enabled, or either \texttt{VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE}, or \texttt{VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY} \textbf{dynamic states are not set}, or \texttt{dynamicPrimitiveTopologyUnrestricted} is \texttt{VK_FALSE}, \texttt{pInputAssemblyState} \textbf{must} be a valid pointer to a valid \texttt{VkPipelineInputAssemblyStateCreateInfo} structure.

If \texttt{pInputAssemblyState} is not \texttt{NULL} it \textbf{must} be a valid pointer to a valid \texttt{VkPipelineInputAssemblyStateCreateInfo} structure.

If the pipeline requires \textit{pre-rasterization shader state}, the \texttt{Xfb} execution mode \textbf{can} be specified by no more than one shader stage in \texttt{pStages}.

If the pipeline requires \textit{pre-rasterization shader state}, and any shader stage in \texttt{pStages} specifies \texttt{Xfb} execution mode it \textbf{must} be the last \textit{pre-rasterization shader stage}.

If the pipeline requires \textit{pre-rasterization shader state}, and a \texttt{VkPipelineRasterizationStateStreamCreateInfoEXT::rasterizationStream} value other than zero is specified, all variables in the output interface of the entry point being compiled decorated with \texttt{Position}, \texttt{PointSize}, \texttt{ClipDistance}, or \texttt{CullDistance} \textbf{must} be decorated with identical \texttt{Stream} values that match the \texttt{rasterizationStream}.

If the pipeline requires \textit{pre-rasterization shader state}, and \texttt{VkPipelineRasterizationStateStreamCreateInfoEXT::rasterizationStream} is zero, or not specified, all variables in the output interface of the entry point being compiled decorated with \texttt{Position}, \texttt{PointSize}, \texttt{ClipDistance}, or \texttt{CullDistance} \textbf{must} be decorated with a \texttt{Stream} value of zero, or \textbf{must} not specify the \texttt{Stream} decoration.

If the pipeline requires \textit{pre-rasterization shader state}, and the last \textit{pre-rasterization}
shader stage is a geometry shader, and that geometry shader uses the GeometryStreams capability, then VkPhysicalDeviceTransformFeedbackFeaturesEXT::geometryStreams feature must be enabled.

- **VUID-VkGraphicsPipelineCreateInfo-lineRasterizationMode-02766**
  If the pipeline requires pre-rasterization shader state and at least one of fragment output interface state or fragment shader state, and pMultisampleState is not NULL, the lineRasterizationMode member of a VkPipelineRasterizationLineStateCreateInfoKHR structure included in the pNext chain of pRasterizationState is VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR or VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR, then the alphaToCoverageEnable, alphaToOneEnable, and sampleShadingEnable members of pMultisampleState must all be VK_FALSE.

- **VUID-VkGraphicsPipelineCreateInfo-stippledLineEnable-02767**
  If the pipeline requires pre-rasterization shader state, the stippledLineEnable member of VkPipelineRasterizationLineStateCreateInfoKHR is VK_TRUE, and no element of the pDynamicStates member of pDynamicState is VK_DYNAMIC_STATE_LINE_STIPPLE_EXT, then the lineStippleFactor member of VkPipelineRasterizationLineStateCreateInfoKHR must be in the range [1,256].

- **VUID-VkGraphicsPipelineCreateInfo-flags-03372**
  flags must not include VK_PIPELINE_CREATERAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR

- **VUID-VkGraphicsPipelineCreateInfo-flags-03373**
  flags must not include VK_PIPELINE_CREATERAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR

- **VUID-VkGraphicsPipelineCreateInfo-flags-03374**
  flags must not include VK_PIPELINE_CREATERAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR

- **VUID-VkGraphicsPipelineCreateInfo-flags-03375**
  flags must not include VK_PIPELINE_CREATERAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR

- **VUID-VkGraphicsPipelineCreateInfo-flags-03376**
  flags must not include VK_PIPELINE_CREATERAY_TRACING_SKIP_TRIANGLES_BIT_KHR

- **VUID-VkGraphicsPipelineCreateInfo-flags-03377**
  flags must not include VK_PIPELINE_CREATERAY_TRACING_SKIP_AABBS_BIT_KHR

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-03378**
  If the value of VkApplicationInfo::apiVersion used to create the VkInstance is less than Version 1.3 there must be no element of the pDynamicStates member of pDynamicState set to 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_COMPARE_OP, 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 value of VkApplicationInfo::apiVersion used to create the VkInstance is less than
  Version 1.3 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-pipelineCreationCacheControl-02878
  If the pipelineCreationCacheControl feature is not enabled, flags must not include
  VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT or
  VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT

• 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 pDynamicState->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 pDynamicState->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 pDynamicState->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 pDynamicState->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 pDynamicState->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 pDynamicState->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 pDynamicState->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 pDynamicState->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 pDynamicState->pDynamicStates, and the attachmentFragmentShadingRate feature is not enabled,
VkPipelineFragmentShadingRateStateCreateInfoKHR::combinerOps[1] must be VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR

- VUID-VkGraphicsPipelineCreateInfo-primitiveFragmentShadingRateWithMultipleViewports-04503
  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

- VUID-VkGraphicsPipelineCreateInfo-primitiveFragmentShadingRateWithMultipleViewports-04504
  If the pipeline requires pre-rasterization shader state and the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, and entry points specified in pStages write to the ViewportIndex built-in, they must not also write to the PrimitiveShadingRateKHR built-in

- VUID-VkGraphicsPipelineCreateInfo-fragmentShadingRateNonTrivialCombinerOps-04506
  If the pipeline requires pre-rasterization shader state or fragment shader state, the fragmentShadingRateNonTrivialCombinerOps limit is not supported, and VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR is not included in pDynamicState->pDynamicStates, elements of VkPipelineFragmentShadingRateStateCreateInfoKHR::combinerOps must be VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR or VK_FRAGMENT_SHADING_RATE_COMBINER_OP_REPLACE_KHR

- VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-03578
  All elements of the pDynamicStates member of pDynamicState must not be VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR

- VUID-VkGraphicsPipelineCreateInfo-dynamicRendering-06576
  If the dynamicRendering feature is not enabled and the pipeline requires pre-rasterization shader state, fragment shader state, or fragment output interface state, renderPass must not be VK_NULL_HANDLE

- VUID-VkGraphicsPipelineCreateInfo-multiview-06577
  If the multiview feature is not enabled, the pipeline requires pre-rasterization shader state, fragment shader state, or fragment output interface state, and renderPass is VK_NULL_HANDLE, VkPipelineRenderingCreateInfo::viewMask must be 0

- VUID-VkGraphicsPipelineCreateInfo-renderPass-06578
  If the pipeline requires pre-rasterization shader state, fragment shader state, or fragment output interface state, and renderPass is VK_NULL_HANDLE, the index of the most significant bit in VkPipelineRenderingCreateInfo::viewMask must be less than maxMultiviewViewCount

- VUID-VkGraphicsPipelineCreateInfo-renderPass-06579
  If the pipeline requires fragment output interface state, and renderPass is VK_NULL_HANDLE, and VkPipelineRenderingCreateInfo::colorAttachmentCount is not 0, VkPipelineRenderingCreateInfo::pColorAttachmentFormats must be a valid pointer to an array of colorAttachmentCount valid VkFormat values

- VUID-VkGraphicsPipelineCreateInfo-renderPass-06580
If the pipeline requires fragment output interface state, and renderPass is VK_NULL_HANDLE, each element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats must be a valid VkFormat value

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06582
If the pipeline requires fragment output interface state, renderPass is VK_NULL_HANDLE, and any element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats is not VK_FORMAT_UNDEFINED, that format must be a format with potential format features that include VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06583
If the pipeline requires fragment output interface state, and renderPass is VK_NULL_HANDLE, VkPipelineRenderingCreateInfo::depthAttachmentFormat must be a valid VkFormat value

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06584
If the pipeline requires fragment output interface state, and renderPass is VK_NULL_HANDLE, VkPipelineRenderingCreateInfo::stencilAttachmentFormat must be a valid VkFormat value

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06585
If the pipeline requires fragment output interface state, and renderPass is VK_NULL_HANDLE, and VkPipelineRenderingCreateInfo::depthAttachmentFormat is not VK_FORMAT_UNDEFINED, it must be a format with potential format features that include VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06586
If the pipeline requires fragment output interface state, renderPass is VK_NULL_HANDLE, and VkPipelineRenderingCreateInfo::stencilAttachmentFormat is not VK_FORMAT_UNDEFINED, it must be a format with potential format features that include VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06587
If the pipeline requires fragment output interface state, renderPass is VK_NULL_HANDLE, and VkPipelineRenderingCreateInfo::depthAttachmentFormat is not VK_FORMAT_UNDEFINED, it must be a format that includes a depth component

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06588
If the pipeline requires fragment output interface state, renderPass is VK_NULL_HANDLE, and VkPipelineRenderingCreateInfo::stencilAttachmentFormat is not VK_FORMAT_UNDEFINED, it must be a format that includes a stencil component

• VUID-VkGraphicsPipelineCreateInfo-renderPass-06589
If the pipeline requires fragment output interface state, renderPass is VK_NULL_HANDLE, VkPipelineRenderingCreateInfo::depthAttachmentFormat is not VK_FORMAT_UNDEFINED, and VkPipelineRenderingCreateInfo::stencilAttachmentFormat is not VK_FORMAT_UNDEFINED, depthAttachmentFormat must equal stencilAttachmentFormat

• VUID-VkGraphicsPipelineCreateInfo-renderPass-09033
If renderPass is VK_NULL_HANDLE, the pipeline is being created with fragment shader state and fragment output interface state, and either of VkPipelineRenderingCreateInfo::depthAttachmentFormat or VkPipelineRenderingCreateInfo::stencilAttachmentFormat are not VK_FORMAT_UNDEFINED, and the VK_EXT_extended_dynamic_state3 extension is not enabled
or any of the 

```bash
eor any of the 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, or VK_DYNAMIC_STATE_DEPTH_BOUNDS dynamic states are not set, pDepthStencilState must be a
```
valid pointer to a valid VkPipelineDepthStencilStateCreateInfo structure

- **VUID-VkGraphicsPipelineCreateInfo-pDepthStencilState-09034**
  If pDepthStencilState is not NULL it must be a valid pointer to a valid VkPipelineDepthStencilStateCreateInfo structure

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-09037**
  If renderPass is VK_NULL_HANDLE, the pipeline is being created with fragment output interface state, and any element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats is not VK_FORMAT_UNDEFINED, and the VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT, VK_DYNAMIC_STATE_LOGIC_OP_EXT, VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT, VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT, VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT, or VK_DYNAMIC_STATE_BLEND_CONSTANTS dynamic states are not set, pColorBlendState must be a valid pointer to a valid VkPipelineColorBlendStateCreateInfo structure

- **VUID-VkGraphicsPipelineCreateInfo-pColorBlendState-09038**
  If pColorBlendState is not NULL it must be a valid pointer to a valid VkPipelineColorBlendStateCreateInfo structure

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06055**
  If renderPass is VK_NULL_HANDLE, pColorBlendState is not dynamic, and the pipeline is being created with fragment output interface state, pColorBlendState->attachmentCount must be equal to VkPipelineRenderingCreateInfo::colorAttachmentCount

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06057**
  If renderPass is VK_NULL_HANDLE, the pipeline is being created with pre-rasterization shader state, VkPipelineRenderingCreateInfo::viewMask is not 0, and the multiviewTessellationShader feature is not enabled, then pStages must not include tessellation shaders

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06058**
  If renderPass is VK_NULL_HANDLE, the pipeline is being created with pre-rasterization shader state, VkPipelineRenderingCreateInfo::viewMask is not 0, and the multiviewGeometryShader feature is not enabled, then pStages must not include a geometry shader

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06059**
  If renderPass is VK_NULL_HANDLE, the pipeline is being created with pre-rasterization shader state, and VkPipelineRenderingCreateInfo::viewMask is not 0, all of the shaders in the pipeline must not include variables decorated with the Layer built-in decoration in their interfaces

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06061**
  If the dynamicRenderingLocalRead feature is not enabled, the pipeline requires fragment shader state, and renderPass is VK_NULL_HANDLE, fragment shaders in pStages must not include the InputAttachment capability
If the pipeline requires fragment shader state and renderPass is not VK_NULL_HANDLE, fragment shaders in pStages must not include any of the TileImageColorReadAccessEXT, TileImageDepthReadAccessEXT, or TileImageStencilReadAccessEXT capabilities.

If the pipeline requires fragment output interface state and renderPass is VK_NULL_HANDLE, for each color attachment format defined by the pColorAttachmentFormats member of VkPipelineRenderingCreateInfo, if its potential 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 VkPipelineCreationFeedbackCreateInfo::pipelineStageCreationFeedbackCount is not 0, it must be equal to stageCount.

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 VK_EXT_extended_dynamic_state3 extension is not enabled, or any of the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT, VK_DYNAMIC_STATE_SAMPLE_MASK_EXT, or VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic states are not set, or alphaToOne is enabled on the device and VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT is not set, then pMultisampleState must be a valid pointer to a valid VkPipelineMultisampleStateCreateInfo structure.

If pRasterizationState is not NULL it must be a valid pointer to a valid VkPipelineRasterizationStateCreateInfo structure.

If the pipeline requires fragment shader state or pre-rasterization shader state, layout must be a valid VkPipelineLayout handle.

If the pipeline requires pre-rasterization shader state, fragment shader state, or fragment output state, and renderPass is not VK_NULL_HANDLE, renderPass must be a valid VkRenderPass handle.

If the pipeline requires pre-rasterization shader state, stageCount must be greater than 0.

flags must not include VK_PIPELINE_CREATE_LIBRARY_BIT_KHR.

If the pipeline requires fragment shader state and renderPass is not VK_NULL_HANDLE, fragment shaders in pStages must not include any of the TileImageColorReadAccessEXT, TileImageDepthReadAccessEXT, or TileImageStencilReadAccessEXT capabilities.
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-extendedDynamicState3TessellationDomainOrigin-07370
  If the `extendedDynamicState3TessellationDomainOrigin` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3DepthClampEnable-07371
  If the `extendedDynamicState3DepthClampEnable` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3PolygonMode-07372
  If the `extendedDynamicState3PolygonMode` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_POLYGON_MODE_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3RasterizationSamples-07373
  If the `extendedDynamicState3RasterizationSamples` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3SampleMask-07374
  If the `extendedDynamicState3SampleMask` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3AlphaToCoverageEnable-07375
  If the `extendedDynamicState3AlphaToCoverageEnable` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3AlphaToOneEnable-07376
  If the `extendedDynamicState3AlphaToOneEnable` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT`

- VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3LogicOpEnable-07377
  If the `extendedDynamicState3LogicOpEnable` feature is not enabled, there **must** be no
element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ColorBlendEnable-07378**
  If the `extendedDynamicState3ColorBlendEnable` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ColorBlendEquation-07379**
  If the `extendedDynamicState3ColorBlendEquation` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ColorWriteMask-07380**
  If the `extendedDynamicState3ColorWriteMask` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3RasterizationStream-07381**
  If the `extendedDynamicState3RasterizationStream` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ConservativeRasterizationMode-07382**
  If the `extendedDynamicState3ConservativeRasterizationMode` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_CONSERVATIVE_RASTERIZATION_MODE_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ExtraPrimitiveOverestimationSize-07383**
  If the `extendedDynamicState3ExtraPrimitiveOverestimationSize` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_EXTRA_PRIMITIVE_OVERESTIMATION_SIZE_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3DepthClipEnable-07384**
  If the `extendedDynamicState3DepthClipEnable` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3SampleLocationsEnable-07385**
  If the `extendedDynamicState3SampleLocationsEnable` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_ENABLE_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ColorBlendAdvanced-07386**
  If the `extendedDynamicState3ColorBlendAdvanced` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_COLOR_BLEND_ADVANCED_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-extendedDynamicState3ProvokingVertexMode-07387**
  If the `extendedDynamicState3ProvokingVertexMode` feature is not enabled, there must be no element of the `pDynamicStates` member of `pDynamicState` set to
If the `VkGraphicsPipelineCreateInfo` object is used to create a pipeline, and if it includes a `VkDynamicStateCreateInfo` structure with a `pDynamicState` member, then the `pDynamicState` member must not be set to any of the following dynamic state features:

- **VK_DYNAMIC_STATE_PROVOKING_VERTEX_MODE_EXT**
- **VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT**
- **VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT**
- **VK_DYNAMIC_STATE_DEPTH_CLIP_NEGATIVE_ONE_TO_ONE_EXT**
- **VK_DYNAMIC_STATE_VIEWPORT_W_SCALING_ENABLE_NV**
- **VK_DYNAMIC_STATE_VIEWPORT_SWIZZLE_NV**
- **VK_DYNAMIC_STATE_COVERAGE_TO_COLOR_ENABLE_NV**
- **VK_DYNAMIC_STATE_COVERAGE_TO_COLOR_LOCATION_NV**
- **VK_DYNAMIC_STATE_COVERAGE_MODULATION_MODE_NV**
- **VK_DYNAMIC_STATE_COVERAGE_MODULATION_TABLE_ENABLE_NV**
If the `extendedDynamicState3CoverageModulationTable` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_COVERAGE_MODULATION_TABLE_NV`.

If the `extendedDynamicState3CoverageReductionMode` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_COVERAGE_REDUCTION_MODE_NV`.

If the `extendedDynamicState3RepresentativeFragmentTestEnable` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_REPRESENTATIVE_FRAGMENT_TEST_ENABLE_NV`.

If the `extendedDynamicState3ShadingRateImageEnable` feature is not enabled, there **must** be no element of the `pDynamicStates` member of `pDynamicState` set to `VK_DYNAMIC_STATE_SHADING_RATE_IMAGE_ENABLE_NV`.

Flags **must** not include `VK_PIPELINE_CREATE_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT`.

If `pStages` includes a fragment shader stage, `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` is not set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the `EarlyFragmentTests` execution mode and uses `OpDepthAttachmentReadEXT`, the `depthWriteEnable` member of `VkPipelineDepthStencilStateCreateInfo` **must** be `VK_FALSE`.

If `pStages` includes a fragment shader stage, `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` is not set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the `EarlyFragmentTests` execution mode and uses `OpStencilAttachmentReadEXT`, the value of `VkStencilOpState::writeMask` for both front and back in `VkPipelineDepthStencilStateCreateInfo` **must** be `0`.

If `renderPass` is `VK_NULL_HANDLE`, the pipeline requires fragment output state or fragment shader state, the pipeline enables sample shading, `rasterizationSamples` is not dynamic, and the `pNext` chain includes a `VkPipelineRenderingCreateInfo` structure, `rasterizationSamples` **must** be a valid `VkSampleCountFlagBits` value that is set in `imageCreateSampleCounts` (as defined in Image Creation Limits) for every element of `depthAttachmentFormat`, `stencilAttachmentFormat` and the `pColorAttachmentFormats` array which is not `VK_FORMAT_UNDEFINED`.

The pipeline **must** be created with pre-rasterization shader state.

The pipeline **must** be created with `pre-rasterization shader state`. 
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 pDynamicState->pDynamicStates does not include VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT, and 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

- VUID-VkGraphicsPipelineCreateInfo-renderPass-09531
  If the pipeline is being created with fragment shader state and fragment output state, and the value of renderPass is VK_NULL_HANDLE, VkRenderingInputAttachmentIndexInfoKHR::colorAttachmentCount must be equal to VkPipelineRenderingCreateInfo::colorAttachmentCount

- VUID-VkGraphicsPipelineCreateInfo-renderPass-09532
  If the pipeline is being created with fragment output state, and the value of renderPass is VK_NULL_HANDLE, VkRenderingAttachmentLocationInfoKHR::colorAttachmentCount must be equal to VkPipelineRenderingCreateInfo::colorAttachmentCount

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 VkAttachmentSampleCountInfoAMD, VkMultiviewPerViewAttributesInfoNVX, VkPipelineCreateFlags2CreateInfoKHR, VkPipelineCreationFeedbackCreateInfo, VkPipelineDiscardRectangleStateCreateInfoEXT, VkPipelineFragmentShadingRateStateCreateInfoKHR, VkPipelineLibraryCreateInfoKHR, VkPipelineRenderingCreateInfo, VkRenderingAttachmentLocationInfoKHR, or VkRenderingInputAttachmentIndexInfoKHR

- 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
The `VkPipelineRenderingCreateInfo` structure is defined as:

```plaintext
// Provided by VK_VERSION_1_3
typedef struct VkPipelineRenderingCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t viewMask;
    uint32_t colorAttachmentCount;
    const VkFormat* pColorAttachmentFormats;
    VkFormat depthAttachmentFormat;
    VkFormat stencilAttachmentFormat;
} VkPipelineRenderingCreateInfo;
```

or the equivalent

```plaintext
// Provided by VK_KHR_dynamic_rendering
typedef VkPipelineRenderingCreateInfo VkPipelineRenderingCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `viewMask` is the viewMask used for rendering.
- `colorAttachmentCount` is the number of entries in `pColorAttachmentFormats`
- `pColorAttachmentFormats` is a pointer to an array of `VkFormat` values defining the format of color attachments used in this pipeline.
- `depthAttachmentFormat` is a `VkFormat` value defining the format of the depth attachment used in this pipeline.
- `stencilAttachmentFormat` is a `VkFormat` value defining the format of the stencil attachment used in this pipeline.

When a pipeline is created without a `VkRenderPass`, if the `pNext` chain of `VkGraphicsPipelineCreateInfo` includes this structure, it specifies the view mask and format of attachments used for rendering. If this structure is not specified, and the pipeline does not include a `VkRenderPass`, `viewMask` and `colorAttachmentCount` are 0, and `depthAttachmentFormat` and `stencilAttachmentFormat` are `VK_FORMAT_UNDEFINED`. If a graphics pipeline is created with a valid `VkRenderPass`, parameters of this structure are ignored.

If `depthAttachmentFormat`, `stencilAttachmentFormat`, or any element of `pColorAttachmentFormats` is `VK_FORMAT_UNDEFINED`, it indicates that the corresponding attachment is unused within the render pass. Valid formats indicate that an attachment can be used - but it is still valid to set the attachment to `NULL` when beginning rendering.

**Valid Usage**

- VUID-VkPipelineRenderingCreateInfo-colorAttachmentCount-09533
colorAttachmentCount must be less than or equal to maxColorAttachments

Valid Usage (Implicit)

• VUID-VkPipelineRenderingCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_RENDERING_CREATE_INFO

The VkPipelineCreateFlags2CreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_maintenance5
typedef struct VkPipelineCreateFlags2CreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkPipelineCreateFlags2KHR flags;
} VkPipelineCreateFlags2CreateInfoKHR;
```

• 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 VkPipelineCreateFlagBits2KHR specifying how a pipeline will be generated.

If this structure is included in the pNext chain of a pipeline creation structure, flags is used instead of the corresponding flags value passed in that creation structure, allowing additional creation flags to be specified.

Valid Usage (Implicit)

• VUID-VkPipelineCreateFlags2CreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_CREATE_FLAGS_2_CREATE_INFO_KHR

• VUID-VkPipelineCreateFlags2CreateInfoKHR-flags-parameter
  flags must be a valid combination of VkPipelineCreateFlagBits2KHR values

• VUID-VkPipelineCreateFlags2CreateInfoKHR-flags-requiredbitset
  flags must not be 0

Bits which can be set in VkPipelineCreateFlags2CreateInfoKHR::flags, specifying how a pipeline is created, are:

```c
// Provided by VK_KHR_maintenance5
// Flag bits for VkPipelineCreateFlagBits2KHR
typedef VkFlags64 VkPipelineCreateFlagBits2KHR;
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_DISABLE_OPTIMIZATION_BIT_KHR = 0x00000001ULL;
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_ALLOW_DERIVATIVES_BIT_KHR = 0x00000002ULL;
```
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_DERIVATIVE_BIT_KHR = 0x00000004ULL;
// Provided by VK_KHR_maintenance5 with VK_VERSION_1_1 or VK_KHR_device_group
static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_VIEW_INDEX_FROM_DEVICE_INDEX_BIT_KHR = 0x00000008ULL;
// Provided by VK_KHR_maintenance5 with VK_VERSION_1_1 or VK_KHR_device_group
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_DISPATCH_BASE_BIT_KHR = 0x00000010ULL;
// Provided by VK_KHR_maintenance5 with VK_NV_ray_tracing
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_DEFER_COMPILE_BIT_NV = 0x00000020ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_pipeline_executable_properties
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_CAPTURE_STATISTICS_BIT_KHR = 0x00000040ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_pipeline_executable_properties
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR = 0x00000080ULL;
// Provided by VK_KHR_maintenance5 with VK_VERSION_1_3 or VK_EXT_pipeline_creation_cache_control
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT_KHR = 0x00000100ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_EARLY_RETURN_ON_FAILURE_BIT_KHR = 0x00000200ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_LINK_TIME_OPTIMIZATION_BIT_EXT = 0x00000400ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_RETAIN_LINK_TIME_OPTIMIZATION_INFO_BIT_EXT = 0x00800000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_LIBRARY_BIT_KHR = 0x00000800ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR = 0x00001000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_RAY_TRACING_SKIP_AABBS_BIT_KHR = 0x00002000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR = 0x00004000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR = 0x00008000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
static const VkPipelineCreateFlagBits2KHR VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR = 0x00010000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline
VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR = 0x00020000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_pipeline

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR = 0x00080000ULL;
// Provided by VK_KHR_maintenance5 with VK_KHR_ray_tracing_motion_blur

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_INDIRECT_BINDABLE_BIT_NV = 0x00040000ULL;
// Provided by VK_KHR_maintenance5 with VK_NV_device_generated_commands

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_ALLOW_MOTION_BIT_NV = 0x00100000ULL;
// Provided by VK_KHR_maintenance5 with (VK_KHR_dynamic_rendering or VK_VERSION_1_3) and VK_KHR_fragment_shading_rate

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00200000ULL;
// Provided by VK_KHR_maintenance5 with (VK_KHR_dynamic_rendering or VK_VERSION_1_3) and VK_EXT_fragment_density_map

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_RENDERING_FRAGMENT_DENSITY_MAP_ATTACHMENT_BIT_EXT = 0x00400000ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_attachment_feedback_loop_layout

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT = 0x00020000ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_attachment_feedback_loop_layout

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT = 0x00040000ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_attachment_feedback_loop_layout

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_NO_PROTECTED_ACCESS_BIT_EXT = 0x00100000ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_attachment_feedback_loop_layout

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_PROTECTED_ACCESS_ONLY_BIT_EXT = 0x00200000ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_attachment_feedback_loop_layout

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_DISPLACEMENT_MICROMAP_BIT_NV = 0x10000000ULL;
// Provided by VK_KHR_maintenance5 with VK_NV_displacement_micromap

static const VkPipelineCreateFlagBits2KHR
VK_PIPELINE_CREATE_2_DESCRIPTOR_BUFFER_BIT_EXT = 0x20000000ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_descriptor_buffer

• **VK_PIPELINE_CREATE_2_DISABLE_OPTIMIZATION_BIT_KHR** specifies that the created pipeline will not be optimized. Using this flag may reduce the time taken to create the pipeline.

• **VK_PIPELINE_CREATE_2_ALLOW_DERIVATIVES_BIT_KHR** specifies that the pipeline to be created is allowed to be the parent of a pipeline that will be created in a subsequent pipeline creation call.

• **VK_PIPELINE_CREATE_2_DERIVATIVE_BIT_KHR** specifies that the pipeline to be created will be a child of a previously created parent pipeline.
• `VK_PIPELINE_CREATE_2_VIEW_INDEX_FROM_DEVICE_INDEX_BIT_KHR` specifies that any shader input variables decorated as `ViewIndex` will be assigned values as if they were decorated as `DeviceIndex`.

• `VK_PIPELINE_CREATE_2_DISPATCH_BASE_BIT_KHR` specifies that a compute pipeline can be used with `vkCmdDispatchBase` with a non-zero base workgroup.

• `VK_PIPELINE_CREATE_2_CAPTURE_STATISTICS_BIT_KHR` specifies that the shader compiler should capture statistics for the pipeline executables produced by the compile process which can later be retrieved by calling `vkGetPipelineExecutableStatisticsKHR`. Enabling this flag must not affect the final compiled pipeline but may disable pipeline caching or otherwise affect pipeline creation time.

• `VK_PIPELINE_CREATE_2_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR` specifies that the shader compiler should capture the internal representations of pipeline executables produced by the compile process which can later be retrieved by calling `vkGetPipelineExecutableInternalRepresentationsKHR`. Enabling this flag must not affect the final compiled pipeline but may disable pipeline caching or otherwise affect pipeline creation time. When capturing IR from pipelines created with pipeline libraries, there is no guarantee that IR from libraries can be retrieved from the linked pipeline. Applications should retrieve IR from each library, and any linked pipelines, separately.

• `VK_PIPELINE_CREATE_2_LIBRARY_BIT_KHR` specifies that the pipeline cannot be used directly, and instead defines a pipeline library that can be combined with other pipelines using the `VkPipelineLibraryCreateInfoKHR` structure. This is available in ray tracing pipelines.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR` specifies that an any-hit shader will always be present when an any-hit shader would be executed. A NULL any-hit shader is an any-hit shader which is effectively `VK_SHADER_UNUSED_KHR`, such as from a shader group consisting entirely of zeros.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR` specifies that a closest hit shader will always be present when a closest hit shader would be executed. A NULL closest hit shader is a closest hit shader which is effectively `VK_SHADER_UNUSED_KHR`, such as from a shader group consisting entirely of zeros.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR` specifies that a miss shader will always be present when a miss shader would be executed. A NULL miss shader is a miss shader which is effectively `VK_SHADER_UNUSED_KHR`, such as from a shader group consisting entirely of zeros.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR` specifies that an intersection shader will always be present when an intersection shader would be executed. A NULL intersection shader is an intersection shader which is effectively `VK_SHADER_UNUSED_KHR`, such as from a shader group consisting entirely of zeros.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR` specifies that triangle primitives will be skipped during traversal using pipeline trace ray instructions.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_SKIP_AABBS_BIT_KHR` specifies that AABB primitives will be skipped during traversal using pipeline trace ray instructions.

• `VK_PIPELINE_CREATE_2_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR` specifies that the shader group handles can be saved and reused on a subsequent run (e.g. for trace capture and
VK_PIPELINE_CREATE_2_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT_KHR specifies that pipeline creation will fail if a compile is required for creation of a valid VkPipeline object; VK_PIPELINE_COMPILE_REQUIRED will be returned by pipeline creation, and the VkPipeline will be set to VK_NULL_HANDLE.

When creating multiple pipelines, VK_PIPELINE_CREATE_2_EARLY_RETURN_ON_FAILURE_BIT_KHR specifies that control will be returned to the application if any individual pipeline returns a result which is not VK_SUCCESS rather than continuing to create additional pipelines.

VK_PIPELINE_CREATE_2_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR specifies that the pipeline will be used with a fragment shading rate attachment.

VK_PIPELINE_CREATE_2_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT specifies that the pipeline may be used with an attachment feedback loop including color attachments.

VK_PIPELINE_CREATE_2_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT specifies that the pipeline may be used with an attachment feedback loop including depth-stencil attachments.

VK_PIPELINE_CREATE_2_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT specifies that the ray tracing pipeline can be used with acceleration structures which reference an opacity micromap array.

It is valid to set both VK_PIPELINE_CREATE_2_ALLOW_DERIVATIVES_BIT_KHR and VK_PIPELINE_CREATE_2_DERIVATIVE_BIT_KHR. This allows a pipeline to be both a parent and possibly a child in a pipeline hierarchy. See Pipeline Derivatives for more information.

```c
// Provided by VK_KHR_maintenance5
typedef VkFlags64 VkPipelineCreateFlags2KHR;
```

VkPipelineCreateFlags2KHR is a bitmask type for setting a mask of zero or more VkPipelineCreateFlagBits2KHR.

Bits which can be set in

- VkGraphicsPipelineCreateInfo::flags
- VkComputePipelineCreateInfo::flags
- VkRayTracingPipelineCreateInfoKHR::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,
    VK_PIPELINE_CREATE_ALLOW_DERIVATIVES_BIT = 0x00000002,
    VK_PIPELINE_CREATE_DERIVATIVE_BIT = 0x00000004,
    // 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_3
    VK_PIPELINE_CREATE_DISPATCH_BASE_BIT = 0x00000020
};
```

604
VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT = 0x00000100,
// Provided by VK_VERSION_1_3
VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT = 0x00000200,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00020000,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE_CREATE_RENDERING_FRAGMENT_DENSITY_MAP_ATTACHMENT_BIT_KHR = 0x00000040,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE_RASTERIZATION_STATE_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00000200,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE_RASTERIZATION_STATE_CREATE_FRAGMENT_DENSITY_MAP_ATTACHMENT_BIT_KHR = 0x00000080,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE/Create_RAY TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR = 0x00000040,
// Provided by VK_KHR_ray_tracing_pipeline
VK_PIPELINE/Create_RAY TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR = 0x00000080,
// Provided by VK_KHR_ray_tracing_pipeline
VK_PIPELINE/Create_RAY TRACING_NO_NULL_MISS_SHADERS_BIT_KHR = 0x00000100,
// Provided by VK_KHR_ray_tracing_pipeline
VK_PIPELINE/Create_RAY TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR = 0x00000200,
// Provided by VK_KHR_ray_tracing_pipeline
VK_PIPELINE/Create_RAY TRACING_SKIP_TRIANGLES_BIT_KHR = 0x00000100,
// Provided by VK_KHR_ray_tracing_pipeline
VK_PIPELINE/Create_RAY TRACING_SKIP_AABBS_BIT_KHR = 0x00000200,
// Provided by VK_KHR_ray_tracing_pipeline
VK_PIPELINE/Create_RAY TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR = 0x00000008,
// Provided by VK_KHR_pipeline_executable_properties
VK_PIPELINE/Create_CAPTURE_STATISTICS_BIT_KHR = 0x00000040,
// Provided by VK_KHR_pipeline_executable_properties
VK_PIPELINE/Create_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR = 0x00000080,
// Provided by VK_KHR_pipeline_executable_properties
VK_PIPELINE/Create_LIBRARY_BIT_KHR = 0x00000800,
// Provided by VK_KHR_device_group
VK_PIPELINE/Create_VIEW_INDEX_FROM_DEVICE_INDEX_BIT_KHR = 0x00000001,
// Provided by VK_KHR_device_group
VK_PIPELINE/Create_DISPATCH_BASE_KHR = 0x00000004,
// Provided by VK_KHR_device_group
VK_PIPELINE/Create_DISPATCH_BASE_KHR = 0x00000004,
// Provided by VK_KHR_device_group
VK_PIPELINE/Create_DISPATCH_BASE_KHR = 0x00000004,
// Provided by VK_KHR_device_group
VK_PIPELINE/Create_DISPATCH_BASE_KHR = 0x00000004,
// Provided by VK_KHR_device_group
VK_PIPELINE/Create(dispatch)(base) = VK_PIPELINE/Create(dispatch)(base) bit,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE/Create_RAS TERIZATION_STATE_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00000200,
// Provided by VK_KHR_dynamic_rendering with VK_KHR_fragment_shading_rate
VK_PIPELINE/Create_RAS TERIZATION_STATE_CREATE_FRAGMENT_DENSITY_MAP_ATTACHMENT_BIT_KHR = 0x00000080,
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_ALLOW_DERIVATIVES_BIT specifies that the pipeline to be created is allowed to be the parent of a pipeline that will be created in a subsequent pipeline creation call.

VK_PIPELINE_CREATE_DERIVATIVE_BIT specifies that the pipeline to be created will be a child of a previously created parent 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.

VK_PIPELINE_CREATE_CAPTURE_STATISTICS_BIT_KHR specifies that the shader compiler should capture statistics for the pipeline executables produced by the compile process which can later be retrieved by calling vkGetPipelineExecutableStatisticsKHR. Enabling this flag must not affect the final compiled pipeline but may disable pipeline caching or otherwise affect pipeline creation time.

VK_PIPELINE_CREATE_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR specifies that the shader compiler should capture the internal representations of pipeline executables produced by the compile process which can later be retrieved by calling vkGetPipelineExecutableInternalRepresentationsKHR. Enabling this flag must not affect the final compiled pipeline but may disable pipeline caching or otherwise affect pipeline creation time. When capturing IR from pipelines created with pipeline libraries, there is no guarantee that IR from libraries can be retrieved from the linked pipeline. Applications should retrieve IR from each library, and any linked pipelines, separately.

VK_PIPELINE_CREATE_LIBRARY_BIT_KHR specifies that the pipeline cannot be used directly, and instead defines a pipeline library that can be combined with other pipelines using the VkPipelineLibraryCreateInfoKHR structure. This is available in ray tracing pipelines.

VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR specifies that an any-hit shader will always be present when an any-hit shader would be executed. A NULL any-hit shader is an any-hit shader which is effectively VK_SHADER_UNUSED_KHR, such as from a shader group consisting entirely of zeros.

VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR specifies that a closest hit shader will always be present when a closest hit shader would be executed. A NULL closest hit shader is a closest hit shader which is effectively VK_SHADER_UNUSED_KHR, such as from a shader group consisting entirely of zeros.

VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR specifies that a miss shader will always be present when a miss shader would be executed. A NULL miss shader is a miss shader which is effectively VK_SHADER_UNUSED_KHR, such as from a shader group consisting entirely of zeros.

VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR specifies that an intersection shader will always be present when an intersection shader would be executed. A NULL intersection shader is an intersection shader which is effectively VK_SHADER_UNUSED_KHR, such as from a shader group consisting entirely of zeros.

VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR specifies that triangle primitives will be...
skipped during traversal using pipeline trace ray instructions.

- **VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR** specifies that AABB primitives will be skipped during traversal using pipeline trace ray instructions.

- **VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR** specifies that the shader group handles **can** be saved and reused on a subsequent run (e.g. for trace capture and replay).

- **VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT** specifies that pipeline creation will fail if a compile is required for creation of a valid VkPipeline object; **VK_PIPELINE_COMPILE_REQUIRED** will be returned by pipeline creation, and the VkPipeline will be set to **VK_NULL_HANDLE**.

- When creating multiple pipelines, **VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT** specifies that control will be returned to the application if any individual pipeline returns a result which is not **VK_SUCCESS** rather than continuing to create additional pipelines.

- **VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR** specifies that the pipeline will be used with a fragment shading rate attachment and dynamic rendering.

- **VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** specifies that the pipeline **may** be used with an attachment feedback loop including color attachments. It is ignored if **VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT** is set in pDynamicStates.

- **VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** specifies that the pipeline **may** be used with an attachment feedback loop including depth-stencil attachments. It is ignored if **VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT** is set in pDynamicStates.

- **VK_PIPELINE_CREATE_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT** specifies that the ray tracing pipeline **can** be used with acceleration structures which reference an opacity micromap array.

It is valid to set both **VK_PIPELINE_CREATE_ALLOW_DERIVATIVES_BIT** and **VK_PIPELINE_CREATE_DERIVATIVE_BIT**. This allows a pipeline to be both a parent and possibly a child in a pipeline hierarchy. See Pipeline Derivatives for more information.

```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;
   VkPipelineDynamicStateCreateInfo 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 `dynamicStateCount` valid `VkDynamicState` values

```c
// Provided by VK_VERSION_1_0
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,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_CULL_MODE = 1000267000,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_FRONT_FACE = 1000267001,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY = 1000267002,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT = 1000267003,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT = 1000267004,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE = 1000267005,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE = 1000267006,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE = 1000267007,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_DEPTH_COMPARE_OP = 1000267008,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE = 1000267009,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE = 1000267010,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_STENCIL_OP = 1000267011,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE = 1000377001,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE = 1000377002,
// Provided by VK_VERSION_1_3
VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE = 1000377004,
// Provided by VK_KHR_ray_tracing_pipeline
VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR = 1000347000,
// Provided by VK_KHR_fragment_shading_rate
VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR = 1000226000,
// Provided by VK_EXT_extended_dynamic_state3
VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT = 1000455003,
// Provided by VK_EXT_extended_dynamic_state3
VK_DYNAMIC_STATE_POLYGON_MODE_EXT = 1000455004,
// Provided by VK_EXT_extended_dynamic_state3
VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT = 1000455005,
// Provided by VK_KHR_discard_rectangles
VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT = 1000099000,
// Provided by VK_KHR_discard_rectangles
VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT = 1000099001,
// Provided by VK_KHR_discard_rectangles
VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT = 1000099002,
VK_DYNAMIC_STATE_SAMPLE_MASK_EXT = 1000455006,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT = 1000455007,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT = 1000455008,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT = 1000455009,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT = 1000455010,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT = 1000455011,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT = 1000455012,
// Provided by VK_EXT_extended_dynamic_state with VK_KHR_maintenance2 or
VK_VERSION_1_1
VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT = 1000455002,
// Provided by VK_EXT_extended_dynamic_state with VK_EXT_transform_feedback
VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT = 1000455013,
// Provided by VK_EXT_conservative_rasterization with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_CONSERVATIVE_RASTERIZATION_MODE_EXT = 1000455014,
// Provided by VK_EXT_conservative_rasterization with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_EXTRA_PRIMITIVE_OVERESTIMATION_SIZE_EXT = 1000455015,
// Provided by VK_EXT_depth_clip_enable with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT = 1000455016,
// Provided by VK_EXT_depth_clip_enable with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_ENABLE_EXT = 1000455017,
// Provided by VK_EXT_sample_locations
VK_DYNAMIC_STATE_COLOR_BLEND_ADVANCED_EXT = 1000455018,
// Provided by VK_EXT_blend_operation_advanced with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_PROVOKING_VERTEX_MODE_EXT = 1000455019,
// Provided by VK_EXT_extended_dynamic_state with VK_EXT_provoking_vertex
VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT = 1000455020,
// Provided by VK_EXT_extended_dynamic_state with VK_EXT_line_rasterization
VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT = 1000455021,
// Provided by VK_EXT_depth_clip_control with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_DEPTH_CLIP_NEGATIVE_ONE_TO_ONE_EXT = 1000455022,
// Provided by VK_EXT_depth_clip_control with VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_VIEWPORT_W_SCALING_ENABLE_NV = 1000455023,
// Provided by VK_EXT_extended_dynamic_state with VK_NV_clip_space_w_scaling
VK_DYNAMIC_STATE_VIEWPORT_SWIZZLE_NV = 1000455024,
// Provided by VK_EXT_extended_dynamic_state with VK_NV_viewport_swizzle
VK_DYNAMIC_STATE_COVERAGE_TO_COLOR_ENABLE_NV = 1000455025,
// Provided by VK_EXT_extended_dynamic_state with VK_NV_fragment_coverage_to_color
VK_DYNAMIC_STATE_COVERAGE_TO_COLOR_LOCATION_NV = 1000455026,
// Provided by VK_EXT_extended_dynamic_state with VK_NV_fragment_coverage_to_color
VK_DYNAMIC_STATE_COVERAGE_MODULATION_MODE_NV = 1000455027,
// Provided by VK_EXT_extended_dynamic_state with VK_NV_framebuffer_mixed_samples
VK_DYNAMIC_STATE_COVERAGE_MODULATION_TABLE_ENABLE_NV = 1000455028,
// Provided by VK_EXT_extended_dynamic_state with VK_NV_framebuffer_mixed_samples
VK_DYNAMIC_STATE_COVERAGE_MODULATION_TABLE_NV = 1000455029,
VK_DYNAMIC_STATE_SHADING_RATE_IMAGE_ENABLE_NV = 1000455030,
// Provided by VK_EXT_extended_dynamic_state3 with
VK_NV_representative_fragment_test
VK_DYNAMIC_STATE_REPRESENTATIVE_FRAGMENT_TEST_ENABLE_NV = 1000455031,
// Provided by VK_EXT_extended_dynamic_state3 with VK_NV_coverage_reduction_mode
VK_DYNAMIC_STATE_COVERAGE_REDUCTION_MODE_NV = 1000455032,
// Provided by VK_EXT_attachment_feedback_loop_dynamic_state
VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT = 1000524000,
// Provided by VK_KHR_line_rasterization
VK_DYNAMIC_STATE_LINE_STIPPLE_KHR = 1000259000,
{}

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 any instance of VkDepthBiasRepresentationInfoEXT included in the pNext chain of VkPipelineRasterizationStateCreateInfo as well as the depthBiasConstantFactor, depthBiasClamp and depthBiasSlopeFactor states in VkPipelineRasterizationStateCreateInfo will be ignored and **must** be set dynamically with vkCmdSetDepthBias or vkCmdSetDepthBias2EXT 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_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 vkCmdSetCullMode 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 vkCmdSetFrontFace 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 vkCmdSetPrimitiveTopology 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 vkCmdSetViewportWithCount 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 vkCmdSetScissorWithCount 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
vkCmdBindVertexBuffers2 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 `vkCmdSetDepthTestEnable` 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 `vkCmdSetDepthWriteEnable` 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 `vkCmdSetDepthCompareOp` 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 `vkCmdSetDepthBoundsTestEnable` 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 `vkCmdSetStencilTestEnable` 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 `vkCmdSetStencilOp` before any draws are performed with a pipeline state with `VkPipelineDepthStencilStateCreateInfo` member `stencilTestEnable` set to `VK_TRUE`.

- **VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE** specifies that the `rasterizerDiscardEnable` state in `VkPipelineRasterizationStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetRasterizerDiscardEnable` 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 `vkCmdSetDepthBiasEnable` 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 `vkCmdSetPrimitiveRestartEnable` before any drawing commands.

- **VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR** specifies that state in `VkPipelineFragmentShadingRateStateCreateInfoKHR` will be ignored and **must** be set dynamically with `vkCmdSetFragmentShadingRateKHR` before any drawing commands.

- **VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR** specifies that the default stack size computation for the pipeline will be ignored and **must** be set dynamically with `vkCmdSetRayTracingPipelineStackSizeKHR` before any ray tracing calls are performed.

- **VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT** specifies that the `domainOrigin` state in `VkPipelineTessellationDomainOriginStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetTessellationDomainOriginEXT` before any draw call.

- **VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT** specifies that the `depthClampEnable` state in `VkPipelineRasterizationStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetDepthClampEnableEXT` before any draw call.

- **VK_DYNAMIC_STATE_POLYGON_MODE_EXT** specifies that the `polygonMode` state in
**VkPipelineRasterizationStateCreateInfo** will be ignored and **must** be set dynamically with **vkCmdSetPolygonModeEXT** before any draw call.

- **VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT** specifies that the **rasterizationSamples** state in **VkPipelineMultisampleStateCreateInfo** will be ignored and **must** be set dynamically with **vkCmdSetRasterizationSamplesEXT** before any draw call.

- **VK_DYNAMIC_STATE_SAMPLE_MASK_EXT** specifies that the **pSampleMask** state in **VkPipelineMultisampleStateCreateInfo** will be ignored and **must** be set dynamically with **vkCmdSetSampleMaskEXT** before any draw call.

- **VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT** specifies that the **alphaToCoverageEnable** state in **VkPipelineMultisampleStateCreateInfo** will be ignored and **must** be set dynamically with **vkCmdSetAlphaToCoverageEnableEXT** before any draw call.

- **VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT** specifies that the **alphaToOneEnable** state in **VkPipelineMultisampleStateCreateInfo** will be ignored and **must** be set dynamically with **vkCmdSetAlphaToOneEnableEXT** before any draw call.

- **VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT** specifies that the **logicOpEnable** state in **VkPipelineColorBlendStateCreateInfo** will be ignored and **must** be set dynamically with **vkCmdSetLogicOpEnableEXT** before any draw call.

- **VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT** specifies that the **blendEnable** state in **VkPipelineColorBlendAttachmentState** will be ignored and **must** be set dynamically with **vkCmdSetColorBlendEnableEXT** before any draw call.

- **VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT** specifies that the **srcColorBlendFactor**, **dstColorBlendFactor**, **colorBlendOp**, **srcAlphaBlendFactor**, **dstAlphaBlendFactor**, and **alphaBlendOp** states in **VkPipelineColorBlendAttachmentState** will be ignored and **must** be set dynamically with **vkCmdSetColorBlendEquationEXT** before any draw call.

- **VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT** specifies that the **colorWriteMask** state in **VkPipelineColorBlendAttachmentState** will be ignored and **must** be set dynamically with **vkCmdSetColorWriteMaskEXT** before any draw call.

- **VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT** specifies that the **rasterizationStream** state in **VkPipelineRasterizationStateStreamCreateInfoEXT** will be ignored and **must** be set dynamically with **vkCmdSetRasterizationStreamEXT** before any draw call.

- **VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT** specifies that the **depthClipEnable** state in **VkPipelineRasterizationDepthClipStateCreateInfoEXT** will be ignored and **must** be set dynamically with **vkCmdSetDepthClipEnableEXT** before any draw call.

- **VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT** specifies that the **lineRasterizationMode** state in **VkPipelineRasterizationLineStateCreateInfoKHR** will be ignored and **must** be set dynamically with **vkCmdSetLineRasterizationModeEXT** before any draw call.

- **VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT** specifies that the **stippledLineEnable** state in **VkPipelineRasterizationLineStateCreateInfoKHR** will be ignored and **must** be set dynamically with **vkCmdSetLineStippleEnableEXT** before any draw call.

- **VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT** specifies that the **VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** and **VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** flags will be ignored and **must** be set dynamically with **vkCmdSetAttachmentFeedbackLoopEnableEXT** 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 indicated by including a valid VkPipelineShaderStageCreateInfo with module and pName selecting an entry point from a shader module, where that entry point is valid for the stage specified by stage.

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
    • VkPipelineTessellationStateCreateInfo
    • VkPipelineViewportStateCreateInfo
    • VkPipelineRasterizationStateCreateInfo
    • VkPipelineMultisampleStateCreateInfo
    • VkPipelineDepthStencilStateCreateInfo
    • VkPipelineColorBlendStateCreateInfo

10.4. Ray Tracing Pipelines

Ray tracing pipelines consist of multiple shader stages, fixed-function traversal stages, and a pipeline layout.

VK_SHADER_UNUSED_KHR is a special shader index used to indicate that a ray generation, miss, or callable shader member is not used.

#define VK_SHADER_UNUSED_KHR (~0U)

To create ray tracing pipelines, call:

```c
// Provided by VK_KHR_ray_tracing_pipeline
VkResult vkCreateRayTracingPipelinesKHR(
    VkDevice device,
    VkDeferredOperationKHR deferredOperation,
    VkPipelineCache pipelineCache,
    uint32_t createInfoCount,
    const VkRayTracingPipelineCreateInfoKHR* pCreateInfos,
    const VkAllocationCallbacks* pAllocator,
    VkPipeline* pPipelines);
```
• `device` is the logical device that creates the ray tracing pipelines.
• `deferredOperation` is `VK_NULL_HANDLE` or the handle of a valid `VkDeferredOperationKHR` request deferral object for this command.
• `pipelineCache` is either `VK_NULL_HANDLE`, indicating that pipeline caching is disabled, or the handle of a valid pipeline cache object, in which case use of that cache is enabled for the duration of the command.
• `createInfoCount` is the length of the `pCreateInfo`s and `pPipelines` arrays.
• `pCreateInfo`s is a pointer to an array of `VkRayTracingPipelineCreateInfoKHR` structures.
• `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
• `pPipelines` is a pointer to an array in which the resulting ray tracing pipeline objects are returned.

The `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS` error is returned if the implementation is unable to reuse the shader group handles provided in `VkRayTracingShaderGroupCreateInfoKHR`:pShaderGroupCaptureReplayHandle when `VkPhysicalDeviceRayTracingPipelineFeaturesKHR`:rayTracingPipelineShaderGroupHandleCaptureReplay is enabled.

Pipelines are created and returned as described for Multiple Pipeline Creation.

### Valid Usage

- **VUID-vkCreateRayTracingPipelinesKHR-flags-03415**
  If the `flags` member of any element of `pCreateInfo`s contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and the `basePipelineIndex` member of that same element is not `-1`, `basePipelineIndex` must be less than the index into `pCreateInfo`s that corresponds to that element

- **VUID-vkCreateRayTracingPipelinesKHR-flags-03416**
  If the `flags` member of any element of `pCreateInfo`s contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, the base pipeline must have been created with the `VK_PIPELINE_CREATE_ALLOW_DERIVATIVES_BIT` flag set

- **VUID-vkCreateRayTracingPipelinesKHR-flags-03816**
  `flags` must not contain the `VK_PIPELINE_CREATE_DISPATCH_BASE` flag

- **VUID-vkCreateRayTracingPipelinesKHR-pipelineCache-02903**
  If `pipelineCache` was created with `VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT`, host access to `pipelineCache` must be externally synchronized

- **VUID-vkCreateRayTracingPipelinesKHR-deferredOperation-03678**
  Any previous deferred operation that was associated with `deferredOperation` must be complete

- **VUID-vkCreateRayTracingPipelinesKHR-rayTracingPipeline-03586**
  The `rayTracingPipeline` feature must be enabled

- **VUID-vkCreateRayTracingPipelinesKHR-deferredOperation-03587**
  If `deferredOperation` is not `VK_NULL_HANDLE`, the `flags` member of elements of `pCreateInfo`s must not include `VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT`
Valid Usage (Implicit)

- **VUID-vkCreateRayTracingPipelinesKHR-device-parameter**
  
  `device` must be a valid `VkDevice` handle

- **VUID-vkCreateRayTracingPipelinesKHR-deferredOperation-parameter**
  
  If `deferredOperation` is not `VK_NULL_HANDLE`, `deferredOperation` must be a valid `VkDeferredOperationKHR` handle

- **VUID-vkCreateRayTracingPipelinesKHR-pipelineCache-parameter**
  
  If `pipelineCache` is not `VK_NULL_HANDLE`, `pipelineCache` must be a valid `VkPipelineCache` handle

- **VUID-vkCreateRayTracingPipelinesKHR-pCreateInfos-parameter**
  
  `pCreateInfos` must be a valid pointer to an array of `createInfoCount` valid `VkRayTracingPipelineCreateInfoKHR` structures

- **VUID-vkCreateRayTracingPipelinesKHR-pAllocator-parameter**
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- **VUID-vkCreateRayTracingPipelinesKHR-pPipelines-parameter**
  
  `pPipelines` must be a valid pointer to an array of `createInfoCount` `VkPipeline` handles

- **VUID-vkCreateRayTracingPipelinesKHR-createInfoCount-arraylength**
  
  `createInfoCount` must be greater than 0

- **VUID-vkCreateRayTracingPipelinesKHR-deferredOperation-parent**
  
  If `deferredOperation` is a valid handle, it must have been created, allocated, or retrieved from `device`

- **VUID-vkCreateRayTracingPipelinesKHR-pipelineCache-parent**
  
  If `pipelineCache` is a valid handle, it must have been created, allocated, or retrieved from `device`

Return Codes

**Success**

- `VK_SUCCESS`
- `VK_OPERATION_DEFERRED_KHR`
- `VK_OPERATION_NOT_DEFERRED_KHR`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS`

The `VkRayTracingPipelineCreateInfoKHR` structure is defined as:
typedef struct VkRayTracingPipelineCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkPipelineCreateFlags flags;
    uint32_t stageCount;
    const VkPipelineShaderStageCreateInfo* pStages;
    uint32_t groupCount;
    const VkRayTracingShaderGroupCreateInfoKHR* pGroups;
    uint32_t maxPipelineRayRecursionDepth;
    const VkPipelineLibraryCreateInfoKHR* pLibraryInfo;
    const VkRayTracingPipelineInterfaceCreateInfoKHR* pLibraryInterface;
    const VkPipelineDynamicStateCreateInfo* pDynamicState;
    VkPipelineLayout layout;
    VkPipeline basePipelineHandle;
    int32_t basePipelineIndex;
} VkRayTracingPipelineCreateInfoKHR;

- **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 ray tracing pipeline.
- **groupCount** is the number of entries in the `pGroups` array.
- **pGroups** is a pointer to an array of `groupCount` `VkRayTracingShaderGroupCreateInfoKHR` structures describing the set of the shader stages to be included in each shader group in the ray tracing pipeline.
- **maxPipelineRayRecursionDepth** is the maximum recursion depth of shaders executed by this pipeline.
- **pLibraryInfo** is a pointer to a `VkPipelineLibraryCreateInfoKHR` structure defining pipeline libraries to include.
- **pLibraryInterface** is a pointer to a `VkRayTracingPipelineInterfaceCreateInfoKHR` structure defining additional information when using pipeline libraries.
- **pDynamicState** is a pointer to a `VkPipelineDynamicStateCreateInfo` structure, and is used to indicate 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.
- **basePipelineHandle** is a pipeline to derive from.
- **basePipelineIndex** is an index into the `pCreateInfos` parameter to use as a pipeline to derive from.
The parameters `basePipelineHandle` and `basePipelineIndex` are described in more detail in *Pipeline Derivatives*.

When `VK_PIPELINE_CREATE_LIBRARY_BIT_KHR` is specified, this pipeline defines a *pipeline library* which cannot be bound as a ray tracing pipeline directly. Instead, pipeline libraries define common shaders and shader groups which can be included in future pipeline creation.

If pipeline libraries are included in `pLibraryInfo`, shaders defined in those libraries are treated as if they were defined as additional entries in `pStages`, appended in the order they appear in the `pLibraries` array and in the `pStages` array when those libraries were defined.

When referencing shader groups in order to obtain a shader group handle, groups defined in those libraries are treated as if they were defined as additional entries in `pGroups`, appended in the order they appear in the `pLibraries` array and in the `pGroups` array when those libraries were defined. The shaders these groups reference are set when the pipeline library is created, referencing those specified in the pipeline library, not in the pipeline that includes it.

The default stack size for a pipeline if `VK_DYNAMIC_STATERAY_TRACING_PIPELINE_STACK_SIZE_KHR` is not provided is computed as described in *Ray Tracing Pipeline Stack*.

If a `VkPipelineCreateFlags2CreateInfoKHR` structure is present in the `pNext` chain, `VkPipelineCreateFlags2CreateInfoKHR`::flags from that structure is used instead of flags from this structure.

**Valid Usage**

- **VUID-VkRayTracingPipelineCreateInfoKHR-None-09497**
  If the `pNext` chain does not include a `VkPipelineCreateFlags2CreateInfoKHR` structure, flags must be a valid combination of `VkPipelineCreateFlagBits` values

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-07984**
  If flags contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and `basePipelineIndex` is -1, `basePipelineHandle` must be a valid ray tracing `VkPipeline` handle

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-07985**
  If flags contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and `basePipelineHandle` is `VK_NULL_HANDLE`, `basePipelineIndex` must be a valid index into the calling command's `pCreateInfos` parameter

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-07986**
  If flags contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, `basePipelineIndex` must be -1 or `basePipelineHandle` must be `VK_NULL_HANDLE`

- **VUID-VkRayTracingPipelineCreateInfoKHR-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-VkRayTracingPipelineCreateInfoKHR-layout-07988**
  If a resource variables is declared in a shader, a descriptor slot in `layout` must match the shader stage

- **VUID-VkRayTracingPipelineCreateInfoKHR-layout-07990**
If a resource variables is declared in a shader, a descriptor slot in layout must match the descriptor type

- VUID-VkRayTracingPipelineCreateInfoKHR-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-VkRayTracingPipelineCreateInfoKHR-pStages-03426
  The shader code for the entry points identified by pStages, and the rest of the state identified by this structure must adhere to the pipeline linking rules described in the Shader Interfaces chapter

- VUID-VkRayTracingPipelineCreateInfoKHR-layout-03428
  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-VkRayTracingPipelineCreateInfoKHR-pipelineCreationCacheControl-02905
  If the pipelineCreationCacheControl feature is not enabled, flags must not include VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT or VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT

- VUID-VkRayTracingPipelineCreateInfoKHR-stage-03425
  If flags does not include VK_PIPELINE_CREATE_LIBRARY_BIT_KHR, the stage member of at least one element of pStages, including those implicitly added by pLibraryInfo, must be VK_SHADER_STAGE_RAYGEN_BIT_KHR

- VUID-VkRayTracingPipelineCreateInfoKHR-maxPipelineRayRecursionDepth-03589
  maxPipelineRayRecursionDepth must be less than or equal to VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxRayRecursionDepth

- VUID-VkRayTracingPipelineCreateInfoKHR-flags-03465
  If flags includes VK_PIPELINE_CREATE_LIBRARY_BIT_KHR, pLibraryInterface must not be NULL

- VUID-VkRayTracingPipelineCreateInfoKHR-pLibraryInfo-03590
  If pLibraryInfo is not NULL and its libraryCount member is greater than 0, pLibraryInterface must not be NULL

- VUID-VkRayTracingPipelineCreateInfoKHR-pLibraries-03591
  Each element of pLibraryInfo->pLibraries must have been created with the value of maxPipelineRayRecursionDepth equal to that in this pipeline

- VUID-VkRayTracingPipelineCreateInfoKHR-pLibraryInfo-03592
  If pLibraryInfo is not NULL, each element of its pLibraries member must have been created with a layout that is compatible with the layout in this pipeline

- VUID-VkRayTracingPipelineCreateInfoKHR-pLibraryInfo-03593
  If pLibraryInfo is not NULL, each element of its pLibraries member must have been created with values of the maxPipelineRayPayloadSize and maxPipelineRayHitAttributeSize members of pLibraryInterface equal to those in this pipeline

- VUID-VkRayTracingPipelineCreateInfoKHR-flags-03594
  If flags includes VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR, each element of pLibraryInfo->pLibraries must have been created with the VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR bit set
If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR`, each element of `pLibraryInfo->pLibraries` must have been created with the `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR` bit set.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR`, each element of `pLibraryInfo->pLibraries` must have been created with the `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR` bit set.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADER_BIT_KHR`, each element of `pLibraryInfo->pLibraries` must have been created with the `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADER_BIT_KHR` bit set.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADER_BIT_KHR`, each element of `pLibraryInfo->pLibraries` must have been created with the `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADER_BIT_KHR` bit set.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADER_BIT_KHR`, each element of `pLibraryInfo->pLibraries` must have been created with the `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADER_BIT_KHR` bit set.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADER_BIT_KHR`, each element of `pLibraryInfo->pLibraries` must have been created with the `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADER_BIT_KHR` bit set.

If the `VK_KHR_pipeline_library` extension is not enabled, `pLibraryInfo` and `pLibraryInterface` must be NULL.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADER_BIT_KHR`, for any element of `pGroups` with a type of `VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR` or `VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR`, the anyHitShader of that element must not be `VK_SHADER_UNUSED_KHR`.

If flags includes `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADER_BIT_KHR`, for any element of `pGroups` with a type of `VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR` or `VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR`, the closestHitShader of that element must not be `VK_SHADER_UNUSED_KHR`.

If the `rayTraversalPrimitiveCulling` feature is not enabled, flags must not include `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR`.

If the `rayTraversalPrimitiveCulling` feature is not enabled, flags must not include
VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-06546**
  - flags must not include both VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR and VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-03598**
  - If flags includes VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR, rayTracingPipelineShaderGroupHandleCaptureReplay must be enabled

- **VUID-VkRayTracingPipelineCreateInfoKHR-rayTracingPipelineShaderGroupHandleCaptureReplay-03599**
  - If VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTracingPipelineShaderGroupHandleCaptureReplay is VK_TRUE and the pShaderGroupCaptureReplayHandle member of any element of pGroups is not NULL, flags must include VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR

- **VUID-VkRayTracingPipelineCreateInfoKHR-pLibraryInfo-07999**
  - If pLibraryInfo is NULL or its libraryCount is 0, stageCount must not be 0

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-08700**
  - If flags does not include VK_PIPELINE_CREATE_LIBRARY_BIT_KHR and either pLibraryInfo is NULL or its libraryCount is 0, groupCount must not be 0

- **VUID-VkRayTracingPipelineCreateInfoKHR-pDynamicStates-03602**
  - Any element of the pDynamicStates member of pDynamicState must be VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR

- **VUID-VkRayTracingPipelineCreateInfoKHR-pipelineStageCreationFeedbackCount-06652**
  - If VkPipelineCreationFeedbackCreateInfo::pipelineStageCreationFeedbackCount is not 0, it must be equal to stageCount

- **VUID-VkRayTracingPipelineCreateInfoKHR-stage-06899**
  - The stage value in all pStages elements must be one of VK_SHADER_STAGE_RAYGEN_BIT_KHR, VK_SHADER_STAGE_ANY_HIT_BIT_KHR, VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR, VK_SHADER_STAGE_MISS_BIT_KHR, VK_SHADER_STAGE_INTERSECTION_BIT_KHR, or VK_SHADER_STAGE_CALLABLE_BIT_KHR

- **VUID-VkRayTracingPipelineCreateInfoKHR-flags-07403**
  - If flags includes VK_PIPELINE_CREATE_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT, each element of pLibraryInfo->pLibraries must have been created with the VK_PIPELINE_CREATE_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT bit set

---

**Valid Usage (Implicit)**

- **VUID-VkRayTracingPipelineCreateInfoKHR-sType-sType**
  - sType must be VK_STRUCTURE_TYPE_RAY_TRACING_PIPELINE_CREATE_INFO_KHR

- **VUID-VkRayTracingPipelineCreateInfoKHR-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 VkPipelineCreateFlags2CreateInfoKHR or
VkPipelineCreationFeedbackCreateInfo

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

- **VUID-VkRayTracingPipelineCreateInfoKHR-pStages-parameter**
  If `stageCount` is not 0, `pStages` must be a valid pointer to an array of `stageCount` valid `VkPipelineShaderStageCreateInfo` structures.

- **VUID-VkRayTracingPipelineCreateInfoKHR-pGroups-parameter**
  If `groupCount` is not 0, `pGroups` must be a valid pointer to an array of `groupCount` valid `VkRayTracingShaderGroupCreateInfoKHR` structures.

- **VUID-VkRayTracingPipelineCreateInfoKHR-pLibraryInfo-parameter**
  If `pLibraryInfo` is not NULL, `pLibraryInfo` must be a valid pointer to a valid `VkPipelineLibraryCreateInfoKHR` structure.

- **VUID-VkRayTracingPipelineCreateInfoKHR-pLibraryInterface-parameter**
  If `pLibraryInterface` is not NULL, `pLibraryInterface` must be a valid pointer to a valid `VkRayTracingPipelineInterfaceCreateInfoKHR` structure.

- **VUID-VkRayTracingPipelineCreateInfoKHR-pDynamicState-parameter**
  If `pDynamicState` is not NULL, `pDynamicState` must be a valid pointer to a valid `VkPipelineDynamicStateCreateInfo` structure.

- **VUID-VkRayTracingPipelineCreateInfoKHR-layout-parameter**
  `layout` must be a valid `VkPipelineLayout` handle.

- **VUID-VkRayTracingPipelineCreateInfoKHR-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 `VkRayTracingShaderGroupCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_ray_tracing_pipeline
typedef struct VkRayTracingShaderGroupCreateInfoKHR {
    VkStructureType                      sType;
    const void*                          pNext;
    VkRayTracingShaderGroupTypeKHR       type;
    uint32_t                             generalShader;
    uint32_t                             closestHitShader;
    uint32_t                             anyHitShader;
    uint32_t                             intersectionShader;
    const void*                          pShaderGroupCaptureReplayHandle;
} VkRayTracingShaderGroupCreateInfoKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.

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

- **type** is the type of hit group specified in this structure.

- **generalShader** is the index of the ray generation, miss, or callable shader from `VkRayTracingPipelineCreateInfoKHR::pStages` in the group if the shader group has `type` of...
VK_RAY_TRACING_SHADER_GROUP_TYPE_GENERAL_KHR, and VK_SHADER_UNUSED_KHR otherwise.

- **closestHitShader** is the optional index of the closest hit shader from VkRayTracingPipelineCreateInfoKHR::pStages in the group if the shader group has type of VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR or VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR, and VK_SHADER_UNUSED_KHR otherwise.

- **anyHitShader** is the optional index of the any-hit shader from VkRayTracingPipelineCreateInfoKHR::pStages in the group if the shader group has type of VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR or VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR, and VK_SHADER_UNUSED_KHR otherwise.

- **intersectionShader** is the index of the intersection shader from VkRayTracingPipelineCreateInfoKHR::pStages in the group if the shader group has type of VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR, and VK_SHADER_UNUSED_KHR otherwise.

- **pShaderGroupCaptureReplayHandle** is NULL or a pointer to replay information for this shader group queried from vkGetRayTracingCaptureReplayShaderGroupHandlesKHR, as described in Ray Tracing Capture Replay. Ignored if VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTracingPipelineShaderGroupHandleCaptureReplay is VK_FALSE.

## Valid Usage

- **VUID-VkRayTracingShaderGroupCreateInfoKHR-type-03474**
  If type is VK_RAY_TRACING_SHADER_GROUP_TYPE_GENERAL_KHR then generalShader must be a valid index into VkRayTracingPipelineCreateInfoKHR::pStages referring to a shader of VK_SHADER_STAGE_RAYGEN_BIT_KHR, VK_SHADER_STAGE_MISS_BIT_KHR, or VK_SHADER_STAGE_CALLABLE_BIT_KHR.

- **VUID-VkRayTracingShaderGroupCreateInfoKHR-type-03475**
  If type is VK_RAY_TRACING_SHADER_GROUP_TYPE_GENERAL_KHR then closestHitShader, anyHitShader, and intersectionShader must be VK_SHADER_UNUSED_KHR.

- **VUID-VkRayTracingShaderGroupCreateInfoKHR-type-03476**
  If type is VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR then intersectionShader must be a valid index into VkRayTracingPipelineCreateInfoKHR::pStages referring to a shader of VK_SHADER_STAGE_INTERSECTION_BIT_KHR.

- **VUID-VkRayTracingShaderGroupCreateInfoKHR-type-03477**
  If type is VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR then intersectionShader must be VK_SHADER_UNUSED_KHR.

- **VUID-VkRayTracingShaderGroupCreateInfoKHR-closestHitShader-03478**
  closestHitShader must be either VK_SHADER_UNUSED_KHR or a valid index into VkRayTracingPipelineCreateInfoKHR::pStages referring to a shader of VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR.

- **VUID-VkRayTracingShaderGroupCreateInfoKHR-anyHitShader-03479**
  anyHitShader must be either VK_SHADER_UNUSED_KHR or a valid index into VkRayTracingPipelineCreateInfoKHR::pStages referring to a shader of VK_SHADER_STAGE_ANY_HIT_BIT_KHR.
VK_SHADER_STAGE_ANY_HIT_BIT_KHR

• VUID-VkRayTracingShaderGroupCreateInfoKHR-rayTracingPipelineShaderGroupHandleCaptureReplayMixed-03603
  If VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTracingPipelineShaderGroupHandleCaptureReplayMixed is VK_FALSE then pShaderGroupCaptureReplayHandle must not be provided if it has not been provided on a previous call to ray tracing pipeline creation.

• VUID-VkRayTracingShaderGroupCreateInfoKHR-rayTracingPipelineShaderGroupHandleCaptureReplayMixed-03604
  If VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTracingPipelineShaderGroupHandleCaptureReplayMixed is VK_FALSE then the caller must guarantee that no ray tracing pipeline creation commands with pShaderGroupCaptureReplayHandle provided execute simultaneously with ray tracing pipeline creation commands without pShaderGroupCaptureReplayHandle provided.

Valid Usage (Implicit)

• VUID-VkRayTracingShaderGroupCreateInfoKHR-sType-sType sType must be VK_STRUCTURE_TYPE_RAY_TRACING_SHADER_GROUP_CREATE_INFO_KHR.

• VUID-VkRayTracingShaderGroupCreateInfoKHR-pNext-pNext pNext must be NULL.

• VUID-VkRayTracingShaderGroupCreateInfoKHR-type-parameter type must be a valid VkRayTracingShaderGroupTypeKHR value.

Possible values of type in VkRayTracingShaderGroupCreateInfoKHR are:

```c
// Provided by VK_KHR_ray_tracing_pipeline
typedef enum VkRayTracingShaderGroupTypeKHR {
    VK_RAY_TRACING_SHADER_GROUP_TYPE_GENERAL_KHR = 0,
    VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR = 1,
    VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR = 2,
} VkRayTracingShaderGroupTypeKHR;
```

• VK_RAY_TRACING_SHADER_GROUP_TYPE_GENERAL_KHR indicates a shader group with a single VK_SHADER_STAGE_RAYGEN_BIT_KHR, VK_SHADER_STAGE_MISS_BIT_KHR, or VK_SHADER_STAGE_CALLABLE_BIT_KHR shader in it.

• VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR specifies a shader group that only hits triangles and must not contain an intersection shader, only closest hit and any-hit shaders.

• VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR specifies a shader group that only intersects with custom geometry and must contain an intersection shader and may contain closest hit and any-hit shaders.

Note
For current group types, the hit group type could be inferred from the presence or absence of the intersection shader, but we provide the type explicitly for future hit groups that do not have that property.

The `VkRayTracingPipelineInterfaceCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_ray_tracing_pipeline
typedef struct VkRayTracingPipelineInterfaceCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t maxPipelineRayPayloadSize;
    uint32_t maxPipelineRayHitAttributeSize;
} VkRayTracingPipelineInterfaceCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `maxPipelineRayPayloadSize` is the maximum payload size in bytes used by any shader in the pipeline.
- `maxPipelineRayHitAttributeSize` is the maximum attribute structure size in bytes used by any shader in the pipeline.

`maxPipelineRayPayloadSize` is calculated as the maximum number of bytes used by any block declared in the `RayPayloadKHR` or `IncomingRayPayloadKHR` storage classes. `maxPipelineRayHitAttributeSize` is calculated as the maximum number of bytes used by any block declared in the `HitAttributeKHR` storage class. As variables in these storage classes do not have explicit offsets, the size should be calculated as if each variable has a scalar alignment equal to the largest scalar alignment of any of the block’s members.

**Note**

There is no explicit upper limit for `maxPipelineRayPayloadSize`, but in practice it should be kept as small as possible. Similar to invocation local memory, it must be allocated for each shader invocation and for devices which support many simultaneous invocations, this storage can rapidly be exhausted, resulting in failure.

**Valid Usage**

- `VUID-VkRayTracingPipelineInterfaceCreateInfoKHR-maxPipelineRayHitAttributeSize-03605`
  
  `maxPipelineRayHitAttributeSize` must be less than or equal to ` VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxRayHitAttributeSize`
Valid Usage (Implicit)

- VUID-VkRayTracingPipelineInterfaceCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_RAY_TRACING_PIPELINE_INTERFACE_CREATE_INFO_KHR

- VUID-VkRayTracingPipelineInterfaceCreateInfoKHR-pNext-pNext
  pNext must be NULL

To query the opaque handles of shaders in the ray tracing pipeline, call:

```c
// Provided by VK_KHR_ray_tracing_pipeline
VkResult vkGetRayTracingShaderGroupHandlesKHR(
    VkDevice device,
    VkPipeline pipeline,
    uint32_t firstGroup,
    uint32_t groupCount,
    size_t dataSize,
    void* pData);
```

- device is the logical device containing the ray tracing pipeline.
- pipeline is the ray tracing pipeline object containing the shaders.
- firstGroup is the index of the first group to retrieve a handle for from the
  VkRayTracingPipelineCreateInfoKHR::pGroups array.
- groupCount is the number of shader handles to retrieve.
- 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.

On success, an array of groupCount shader handles will be written to pData, with each element being of size
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleSize.

Valid Usage

- VUID-vkGetRayTracingShaderGroupHandlesKHR-pipeline-04619
  pipeline must be a ray tracing pipeline

- VUID-vkGetRayTracingShaderGroupHandlesKHR-firstGroup-04050
  firstGroup must be less than the number of shader groups in pipeline

- VUID-vkGetRayTracingShaderGroupHandlesKHR-firstGroup-02419
  The sum of firstGroup and groupCount must be less than or equal to the number of shader groups in pipeline

- VUID-vkGetRayTracingShaderGroupHandlesKHR-dataSize-02420
  dataSize must be at least VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleSize × groupCount

- VUID-vkGetRayTracingShaderGroupHandlesKHR-pipeline-07828
pipeline must not have been created with VK_PIPELINE_CREATE_LIBRARY_BIT_KHR

Valid Usage (Implicit)

- VUID-vkGetRayTracingShaderGroupHandlesKHR-device-parameter device must be a valid VkDevice handle
- VUID-vkGetRayTracingShaderGroupHandlesKHR-pipeline-parameter pipeline must be a valid VkPipeline handle
- VUID-vkGetRayTracingShaderGroupHandlesKHR-pData-parameter pData must be a valid pointer to an array of dataSize bytes
- VUID-vkGetRayTracingShaderGroupHandlesKHR-dataSize-arraylength dataSize must be greater than 0
- VUID-vkGetRayTracingShaderGroupHandlesKHR-pipeline-parent pipeline 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

To query the opaque capture data of shader groups in a ray tracing pipeline, call:

```c
// Provided by VK_KHR_ray_tracing_pipeline
VkResult vkGetRayTracingCaptureReplayShaderGroupHandlesKHR(
    VkDevice device,
    VkPipeline pipeline,
    uint32_t firstGroup,
    uint32_t groupCount,
    size_t dataSize,
    void* pData);
```

- `device` is the logical device containing the ray tracing pipeline.
- `pipeline` is the ray tracing pipeline object containing the shaders.
- `firstGroup` is the index of the first group to retrieve a handle for from the VkRayTracingPipelineCreateInfoKHR::pGroups array.
- `groupCount` is the number of shader handles to retrieve.
- `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.

On success, an array of **groupCount** shader handles will be written to **pData**, with each element being of size **VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleCaptureReplaySize**.

Once queried, this opaque data can be provided at pipeline creation time (in a subsequent execution), using **VkRayTracingShaderGroupCreateInfoKHR::pShaderGroupCaptureReplayHandle**, as described in Ray Tracing Capture Replay.

### Valid Usage

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-pipeline-04620**: **pipeline** must be a ray tracing pipeline

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-firstGroup-04051**: **firstGroup** must be less than the number of shader groups in **pipeline**

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-firstGroup-03483**: The sum of **firstGroup** and **groupCount** must be less than or equal to the number of shader groups in **pipeline**

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-dataSize-03484**: **dataSize** must be at least **VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleCaptureReplaySize** × **groupCount**

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-rayTracingPipelineShaderGroupHandleCaptureReplay-03606**: **VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTracingPipelineShaderGroupHandleCaptureReplay** must be enabled to call this function

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-pipeline-03607**: **pipeline** must have been created with a **flags** that included **VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR**

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-pipeline-07829**: **pipeline** must not have been created with **VK_PIPELINE_CREATE_LIBRARY_BIT_KHR**

### Valid Usage (Implicit)

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-device-parameter**: **device** must be a valid **VkDevice** handle

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-pipeline-parameter**: **pipeline** must be a valid **VkPipeline** handle

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-pData-parameter**: **pData** must be a valid pointer to an array of **dataSize** bytes

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-dataSize-arraylength**: **dataSize** must be greater than 0

- **VUID-vkGetRayTracingCaptureReplayShaderGroupHandlesKHR-pipeline-parent**: **pipeline** 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

To query the pipeline stack size of shaders in a shader group in the ray tracing pipeline, call:

```c
// Provided by VK_KHR_ray_tracing_pipeline
VkDeviceSize vkGetRayTracingShaderGroupStackSizeKHR(
    VkDevice device, VkPipeline pipeline,
    uint32_t group, VkShaderGroupShaderKHR groupShader);
```

• device is the logical device containing the ray tracing pipeline.
• pipeline is the ray tracing pipeline object containing the shaders groups.
• group is the index of the shader group to query.
• groupShader is the type of shader from the group to query.

The return value is the ray tracing pipeline stack size in bytes for the specified shader as called from the specified shader group.

Valid Usage

• VUID-vkGetRayTracingShaderGroupStackSizeKHR-pipeline-04622
  pipeline must be a ray tracing pipeline
• VUID-vkGetRayTracingShaderGroupStackSizeKHR-group-03608
  The value of group must be less than the number of shader groups in pipeline
• VUID-vkGetRayTracingShaderGroupStackSizeKHR-groupShader-03609
  The shader identified by groupShader in group must not be VK_SHADER_UNUSED_KHR

Valid Usage (Implicit)

• VUID-vkGetRayTracingShaderGroupStackSizeKHR-device-parameter
  device must be a valid VkDevice handle
• VUID-vkGetRayTracingShaderGroupStackSizeKHR-pipeline-parameter
  pipeline must be a valid VkPipeline handle
• VUID-vkGetRayTracingShaderGroupStackSizeKHR-groupShader-parameter

631
**groupShader** must be a valid `VkShaderGroupShaderKHR` value

- VUID-vkGetRayTracingShaderGroupStackSizeKHR-pipeline-parent pipeline must have been created, allocated, or retrieved from device

Possible values of **groupShader** in `vkGetRayTracingShaderGroupStackSizeKHR` are:

```c
// Provided by VK_KHR_ray_tracing_pipeline
typedef enum VkShaderGroupShaderKHR {
    VK_SHADER_GROUP_SHADER_GENERAL_KHR = 0,
    VK_SHADER_GROUP_SHADER_CLOSEST_HIT_KHR = 1,
    VK_SHADER_GROUP_SHADER_ANY_HIT_KHR = 2,
    VK_SHADER_GROUP_SHADER_INTERSECTION_KHR = 3,
} VkShaderGroupShaderKHR;
```

- **VK_SHADER_GROUP_SHADER_GENERAL_KHR** uses the shader specified in the group with `VkRayTracingShaderGroupCreateInfoKHR::generalShader`
- **VK_SHADER_GROUP_SHADER_CLOSEST_HIT_KHR** uses the shader specified in the group with `VkRayTracingShaderGroupCreateInfoKHR::closestHitShader`
- **VK_SHADER_GROUP_SHADER_ANY_HIT_KHR** uses the shader specified in the group with `VkRayTracingShaderGroupCreateInfoKHR::anyHitShader`
- **VK_SHADER_GROUP_SHADER_INTERSECTION_KHR** uses the shader specified in the group with `VkRayTracingShaderGroupCreateInfoKHR::intersectionShader`

To **dynamically set** the stack size for a ray tracing pipeline, call:

```c
// Provided by VK_KHR_ray_tracing_pipeline
void vkCmdSetRayTracingPipelineStackSizeKHR(
    VkCommandBuffer commandBuffer,
    uint32_t pipelineStackSize);
```

- **commandBuffer** is the command buffer into which the command will be recorded.
- **pipelineStackSize** is the stack size to use for subsequent ray tracing trace commands.

This command sets the stack size for subsequent ray tracing commands when the ray tracing pipeline is created with `VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, the stack size is computed as described in Ray Tracing Pipeline Stack.

**Valid Usage**

- VUID-vkCmdSetRayTracingPipelineStackSizeKHR-pipelineStackSize-03610 pipelineStackSize must be large enough for any dynamic execution through the shaders in the ray tracing pipeline used by a subsequent trace call
Valid Usage (Implicit)

- VUID-vkCmdSetRayTracingPipelineStackSizeKHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdSetRayTracingPipelineStackSizeKHR-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdSetRayTracingPipelineStackSizeKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support compute operations

- VUID-vkCmdSetRayTracingPipelineStackSizeKHR-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdSetRayTracingPipelineStackSizeKHR-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

10.5. Pipeline Destruction

To destroy a pipeline, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyPipeline(
    VkDevice device,
    VkPipeline pipeline,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the pipeline.
- `pipeline` is the handle of the pipeline to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
10.6. 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.

The goal of derivative pipelines is that they be cheaper to create using the parent as a starting point, and that it be more efficient (on either host or device) to switch/bind between children of the same parent.

A derivative pipeline is created by setting the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag in the `Vk*PipelineCreateInfo` structure. If this is set, then exactly one of `basePipelineHandle` or `basePipelineIndex` members of the structure must have a valid handle/index, and specifies the parent pipeline. If `basePipelineHandle` is used, the parent pipeline must have already been created. If `basePipelineIndex` is used, then the parent is being created in the same command. `VK_NULL_HANDLE` acts as the invalid handle for `basePipelineHandle`, and -1 is the invalid index for
If basePipelineIndex is used, the base pipeline must appear earlier in the array. The base pipeline must have been created with the VK_PIPELINE_CREATE_ALLOW_DERIVATIVES_BIT flag set.

10.7. Pipeline Cache

Pipeline cache objects allow the result of pipeline construction to be reused between pipelines and between runs of an application. Reuse between pipelines is achieved by passing the same pipeline cache object when creating multiple related pipelines. Reuse across runs of an application is achieved by retrieving pipeline cache contents in one run of an application, saving the contents, and using them to preinitialize a pipeline cache on a subsequent run. The contents of the pipeline cache objects are managed by the implementation. Applications can manage the host memory consumed by a pipeline cache object and control the amount of data retrieved from a pipeline cache object.

Pipeline cache objects are represented by VkPipelineCache handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkPipelineCache)
```

10.7.1. 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.

Note

Applications can track and manage the total host memory size of a pipeline cache object using the pAllocator. Applications can limit the amount of data retrieved from a pipeline cache object in vkGetPipelineCacheData. Implementations should not internally limit the total number of entries added to a pipeline cache object or the total host memory consumed.
Once created, a pipeline cache can be passed to the `vkCreateGraphicsPipelines`, `vkCreateRayTracingPipelinesKHR`, and `vkCreateComputePipelines` commands. If the pipeline cache passed into these commands is not `VK_NULL_HANDLE`, the implementation will query it for possible reuse opportunities and update it with new content. 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 flags of `pCreateInfo` includes `VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT`, all commands that modify the returned pipeline cache object must be externally synchronized.

**Note**
Implementations should make every effort to limit any critical sections to the actual accesses to the cache, which is expected to be significantly shorter than the duration of the `vkCreate*Pipelines` commands.

### 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-parameter
  - If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
- 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`

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. If initialDataSize is zero, the pipeline cache will initially be empty.
- pInitialData is a pointer to previously retrieved pipeline cache data. If the pipeline cache data is incompatible (as defined below) with the device, the pipeline cache will be initially empty. If initialDataSize is zero, pInitialData is ignored.

**Valid Usage**

- VUID-VkPipelineCacheCreateInfo-initialDataSize-00768
  If initialDataSize is not 0, it must be equal to the size of pInitialData, as returned by vkGetPipelineCacheData when pInitialData was originally retrieved

- VUID-VkPipelineCacheCreateInfo-initialDataSize-00769
  If initialDataSize is not 0, pInitialData must have been retrieved from a previous call to vkGetPipelineCacheData

- VUID-VkPipelineCacheCreateInfo-pipelineCreationCacheControl-02892
  If the pipelineCreationCacheControl feature is not enabled, flags must not include VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT

**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
  If initialDataSize is not 0, pInitialData must be a valid pointer to an array of initialDataSize bytes
typedef VkFlags VkPipelineCacheCreateFlags;

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:

define enum VkPipelineCacheCreateFlagBits {
    // Provided by VK_VERSION_1.3
    VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT = 0x00000001,
} VkPipelineCacheCreateFlagBits;

• VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT specifies that all commands that modify the created VkPipelineCache will be externally synchronized. When set, the implementation may skip any unnecessary processing needed to support simultaneous modification from multiple threads where allowed.

10.7.2. Merging Pipeline Caches

Pipeline cache objects can be merged using the command:

// Provided by VK_VERSION_1.0
VkResult _vkMergePipelineCaches(
    VkDevice device,
    VkPipelineCache dstCache,
    uint32_t srcCacheCount,
    const VkPipelineCache* pSrcCaches);

• device is the logical device that owns the pipeline cache objects.
• dstCache is the handle of the pipeline cache to merge results into.
• srcCacheCount is the length of the pSrcCaches array.
• pSrcCaches is a pointer to an array of pipeline cache handles, which will be merged into dstCache. The previous contents of dstCache are included after the merge.

Note
The details of the merge operation are implementation-dependent, but implementations should merge the contents of the specified pipelines and prune duplicate entries.

Valid Usage

• VUID-vkMergePipelineCaches-dstCache-00770
Valid Usage (Implicit)

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

- VUID-vkMergePipelineCaches-dstCache-parameter
dstCache must be a valid VkPipelineCache handle

- VUID-vkMergePipelineCaches-pSrcCaches-parameter
pSrcCaches must be a valid pointer to an array of srcCacheCount valid VkPipelineCache handles

- VUID-vkMergePipelineCaches-srcCacheCount-arraylength
srcCacheCount must be greater than 0

- VUID-vkMergePipelineCaches-dstCache-parent
dstCache must have been created, allocated, or retrieved from device

- VUID-vkMergePipelineCaches-pSrcCaches-parent
Each element of pSrcCaches must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to dstCache must be externally synchronized

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

10.7.3. Retrieving Pipeline Cache Data

Data can be retrieved from a pipeline cache object using the command:

```c
// Provided by VK_VERSION_1_0
VkResult vkGetPipelineCacheData(
    VkDevice device,
    VkPipelineCache pipelineCache,
    size_t* pDataSize,
    void* pData);
```
• **device** is the logical device that owns the pipeline cache.

• **pipelineCache** is the pipeline cache to retrieve data from.

• **pDataSize** is a pointer to a `size_t` value related to the amount of data in the pipeline cache, as described below.

• **pData** is either `NULL` or a pointer to a buffer.

If **pData** is `NULL`, then the maximum size of the data that **can** be retrieved from the pipeline cache, in bytes, is returned in **pDataSize**. Otherwise, **pDataSize** **must** point to a variable set by the user to the size of the buffer, in bytes, pointed to by **pData**, and on return the variable is overwritten with the amount of data actually written to **pData**. If **pDataSize** is less than the maximum size that **can** be retrieved by the pipeline cache, at most **pDataSize** bytes will be written to **pData**, and **VK_INCOMPLETE** will be returned instead of **VK_SUCCESS**, to indicate that not all of the pipeline cache was returned.

Any data written to **pData** is valid and **can** be provided as the **pInitialData** member of the **VkPipelineCacheCreateInfo** structure passed to **vkCreatePipelineCache**.

Two calls to **vkGetPipelineCacheData** with the same parameters **must** retrieve the same data unless a command that modifies the contents of the cache is called between them.

The initial bytes written to **pData** **must** be a header as described in the **Pipeline Cache Header** section.

If **pDataSize** is less than what is necessary to store this header, nothing will be written to **pData** and zero will be written to **pDataSize**.

---

### Valid Usage (Implicit)

- VUID-vkGetPipelineCacheData-device-parameter
  - **device** **must** be a valid **VkDevice** handle

- VUID-vkGetPipelineCacheData-pipelineCache-parameter
  - **pipelineCache** **must** be a valid **VkPipelineCache** handle

- VUID-vkGetPipelineCacheData-pDataSize-parameter
  - **pDataSize** **must** be a valid pointer to a `size_t` value

- VUID-vkGetPipelineCacheData-pData-parameter
  - If the value referenced by **pDataSize** is not 0, and **pData** is not `NULL`, **pData** **must** be a valid pointer to an array of **pDataSize** bytes

- VUID-vkGetPipelineCacheData-pipelineCache-parent
  - **pipelineCache** **must** have been created, allocated, or retrieved from **device**

---

### Return Codes

**Success**

- **VK_SUCCESS**
- **VK_INCOMPLETE**
10.7.4. Pipeline Cache Header

Applications can store the data retrieved from the pipeline cache, and use these data, possibly in a future run of the application, to populate new pipeline cache objects. The results of pipeline compiles, however, may depend on the vendor ID, device ID, driver version, and other details of the device. To enable applications to detect when previously retrieved data 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 provided pipeline cache data being ignored.

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-04967**
  
  `headerSize` **must** be 32

- **VUID-VkPipelineCacheHeaderVersionOne-headerVersion-04968**
  
  `headerVersion` **must** be **VK_PIPELINE_CACHE_HEADER_VERSION_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:

```cpp
// Provided by VK_VERSION_1_0
typedef enum VkPipelineCacheHeaderVersion {
    VK_PIPELINE_CACHE_HEADER_VERSION_ONE = 1,
} VkPipelineCacheHeaderVersion;
```

- **VK_PIPELINE_CACHE_HEADER_VERSION_ONE** specifies version one of the pipeline cache, described by `VkPipelineCacheHeaderVersionOne`.

### 10.7.5. Destroying a Pipeline Cache

To destroy a pipeline cache, call:

```cpp
// Provided by VK_VERSION_1_0
void vkDestroyPipelineCache(
    VkDevice device,              // device
    VkPipelineCache pipelineCache, // pipelineCache
    const VkAllocationCallbacks* pAllocator); // 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

- **VUID-vkDestroyPipelineCache-pipelineCache-00771**
If *VkAllocationCallbacks* were provided when *pipelineCache* was created, a compatible set of callbacks **must** be provided here

- VUID-vkDestroyPipelineCache-pipelineCache-00772

If no *VkAllocationCallbacks* were provided when *pipelineCache* was created, *pAllocator* **must** be *NULL*

---

### 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-parameter
  If *pAllocator* is not *NULL*, *pAllocator** must** be a valid pointer to a valid *VkAllocationCallbacks* structure

- VUID-vkDestroyPipelineCache-pipelineCache-parent
  If *pipelineCache* is a valid handle, it **must** have been created, allocated, or retrieved from *device*

---

### Host Synchronization

- Host access to *pipelineCache** must** be externally synchronized

---

### 10.8. 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 created. This allows a SPIR-V module to have constants that can be modified while executing an application that uses the Vulkan API.

**Note**

Specialization constants are useful to allow a compute shader to have its local workgroup size changed at runtime by the user, 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:
typedef struct VkSpecializationInfo {
    uint32_t mapEntryCount;
    const VkSpecializationMapEntry* pMapEntries;
    size_t dataSize;
    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
%32  = OpTypeInt 32 0 ; declare an unsigned 32-bit type
%uvec3  = OpTypeVector %32 3 ; declare a 3 element vector type of unsigned 32-bit
%x  = OpSpecConstant %32 1 ; declare the .x component of WorkgroupSize
%y  = OpSpecConstant %32 1 ; declare the .y component of WorkgroupSize
%z  = OpSpecConstant %32 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:

```cpp
const VkSpecializationMapEntry entries[] =
{
    { .constantID = 13,
      .offset = 0 * sizeof(uint32_t),
      .size = sizeof(uint32_t) }
},
{ .constantID = 42,
  .offset = 1 * sizeof(uint32_t),
  .size = sizeof(uint32_t) }
},
{ .constantID = 3,
  .offset = 2 * sizeof(uint32_t),
  .size = sizeof(uint32_t) }
```
Then when calling `vkCreateComputePipelines`, and passing the `VkSpecializationInfo` we defined as the `pSpecializationInfo` parameter of `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:

```plaintext
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
```

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:

```plaintext
struct SpecializationData {
    int32_t data0;
    float data1;
};

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.

### 10.9. Pipeline Libraries

A pipeline library is a special pipeline that was created using the VK_PIPELINE_CREATE_LIBRARY_BIT_KHR and cannot be bound, instead it defines a set of pipeline state which can be linked into other pipelines. For ray tracing pipelines this includes shaders and shader groups. The application must maintain the lifetime of a pipeline library based on the pipelines that link with it.

This linkage is achieved by using the following structure within the appropriate creation mechanisms:

The VkPipelineLibraryCreateInfoKHR structure is defined as:

```
// Provided by VK_KHR_pipeline_library
typedef struct VkPipelineLibraryCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t libraryCount;
    const VkPipeline* pLibraries;
} VkPipelineLibraryCreateInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- libraryCount is the number of pipeline libraries in pLibraries.
• *pLibraries* is a pointer to an array of *VkPipeline* structures specifying pipeline libraries to use when creating a pipeline.

### Valid Usage

- VUID-VkPipelineLibraryCreateInfoKHR-pLibraries-03381

  Each element of *pLibraries* must have been created with `VK_PIPELINE_CREATE_LIBRARY_BIT_KHR`.

### Valid Usage (Implicit)

- VUID-VkPipelineLibraryCreateInfoKHR-sType-sType

  *sType* must be `VK_STRUCTURE_TYPE_PIPELINE_LIBRARY_CREATE_INFO_KHR`.

- VUID-VkPipelineLibraryCreateInfoKHR-pLibraries-parameter

  If `libraryCount` is not 0, *pLibraries* must be a valid pointer to an array of `libraryCount` valid *VkPipeline* handles.

Pipelines created with `VK_PIPELINE_CREATE_LIBRARY_BIT_KHR` libraries can depend on other pipeline libraries in *VkPipelineLibraryCreateInfoKHR*.

A pipeline library is considered in-use, as long as one of the linking pipelines is in-use. This applies recursively if a pipeline library includes other pipeline libraries.

### 10.10. Pipeline Binding

Once a pipeline has been created, it can be bound to the command buffer using the command:

```c
// 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, or until the pipeline bind point is disturbed by binding a shader object as described in Interaction with Pipelines. 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-None-02323**
  This command must not be recorded when transform feedback is active.

- **VUID-vkCmdBindPipeline-pipelineBindPoint-02391**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR`, the `VkCommandPool` that `commandBuffer` was allocated from must support compute operations.

- **VUID-vkCmdBindPipeline-pipelineBindPoint-02392**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR`, pipeline must be a ray tracing pipeline.

- **VUID-vkCmdBindPipeline-pipelineBindPoint-06721**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR`, `commandBuffer` must not be a protected command buffer.

- **VUID-vkCmdBindPipeline-pipeline-03382**
  Pipeline must not have been created with `VK_PIPELINE_CREATE_LIBRARY_BIT_KHR` set.

- **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-videocoding
  
  This command must only be called outside of a video coding scope

- 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics Compute</td>
<td>State</td>
</tr>
</tbody>
</table>

Possible values of **vkCmdBindPipeline::pipelineBindPoint**, specifying the bind point of a pipeline object, are:
typedef enum VkPipelineBindPoint {
    VK_PIPELINE_BIND_POINT_GRAPHICS = 0,
    VK_PIPELINE_BIND_POINT_COMPUTE = 1,
    // Provided by VK_KHR_ray_tracing_pipeline
    VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR = 1000165000,
} VkPipelineBindPoint;

- VK_PIPELINE_BIND_POINT_COMPUTE specifies binding as a compute pipeline.
- VK_PIPELINE_BIND_POINT_GRAPHICS specifies binding as a graphics pipeline.
- VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR specifies binding as a ray tracing pipeline.

### 10.10.1. Interaction With Shader Objects

If the shaderObject feature is enabled, applications can use both pipelines and shader objects at the same time. The interaction between pipelines and shader objects is described in Interaction with Pipelines.

### 10.11. 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 another pipeline bind with that state specified as static.

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 re-binding the currently bound pipeline object may not re-apply static state.

### 10.12. Pipeline Properties and Shader Information

When a pipeline is created, its state and shaders are compiled into zero or more device-specific executables, which are used when executing commands against that pipeline. To query the properties of these pipeline executables, call:

```cpp
// Provided by VK_KHR_pipeline_executable_properties
VkResult vkGetPipelineExecutablePropertiesKHR(
    VkDevice device,
    const VkPipelineInfoKHR* pPipelineInfo,
    uint32_t* pExecutableCount,
    VkPipelineExecutablePropertiesKHR* pProperties);
```

- `device` is the device that created the pipeline.
- `pPipelineInfo` describes the pipeline being queried.
- `pExecutableCount` is a pointer to an integer related to the number of pipeline executables available or queried, as described below.
- `pProperties` is either `NULL` or a pointer to an array of `VkPipelineExecutablePropertiesKHR` structures.

If `pProperties` is `NULL`, then the number of pipeline executables associated with the pipeline is returned in `pExecutableCount`. Otherwise, `pExecutableCount 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 `pExecutableCount` is less than the number of pipeline executables associated with the pipeline, at most `pExecutableCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available properties were returned.

**Valid Usage**

- VUID-vkGetPipelineExecutablePropertiesKHR-pipelineExecutableInfo-03270
  The `pipelineExecutableInfo` feature must be enabled
- VUID-vkGetPipelineExecutablePropertiesKHR-pipeline-03271
  The `pipeline` member of `pPipelineInfo` must have been created with `device`
Valid Usage (Implicit)

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

- VUID-vkGetPipelineExecutablePropertiesKHR-pPipelineInfo-parameter
pPipelineInfo must be a valid pointer to a valid VkPipelineInfoKHR structure

- VUID-vkGetPipelineExecutablePropertiesKHR-pExecutableCount-parameter
pExecutableCount must be a valid pointer to a uint32_t value

- VUID-vkGetPipelineExecutablePropertiesKHR-pProperties-parameter
If the value referenced by pExecutableCount is not 0, and pProperties is not NULL, pProperties must be a valid pointer to an array of pExecutableCount VkPipelineExecutablePropertiesKHR structures

Return Codes

Success
- VK_SUCCESS
- VK_INCOMPLETE

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkPipelineExecutablePropertiesKHR structure is defined as:

```c
// Provided by VK_KHR_pipeline_executable_properties
typedef struct VkPipelineExecutablePropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkShaderStageFlags stages;
    char name[VK_MAX_DESCRIPTION_SIZE];
    char description[VK_MAX_DESCRIPTION_SIZE];
    uint32_t subgroupSize;
} VkPipelineExecutablePropertiesKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- stages is a bitmask of zero or more VkShaderStageFlagBits indicating which shader stages (if any) were principally used as inputs to compile this pipeline executable.
- name is an array of VK_MAX_DESCRIPTION_SIZE char containing a null-terminated UTF-8 string which is a short human readable name for this pipeline executable.
- description is an array of VK_MAX_DESCRIPTION_SIZE char containing a null-terminated UTF-8 string containing a null-terminated UTF-8 string.

653
string which is a human readable description for this pipeline executable.

- **subgroupSize** is the subgroup size with which this pipeline executable is dispatched.

Not all implementations have a 1:1 mapping between shader stages and pipeline executables and some implementations **may** reduce a given shader stage to fixed function hardware programming such that no pipeline executable is available. No guarantees are provided about the mapping between shader stages and pipeline executables and **stages should** be considered a best effort hint. Because the application **cannot** rely on the **stages** field to provide an exact description, **name and description** provide a human readable name and description which more accurately describes the given pipeline executable.

**Valid Usage (Implicit)**

- VUID-VkPipelineExecutablePropertiesKHR-sType-sType
  - **sType** **must** be **VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_PROPERTIES_KHR**
- VUID-VkPipelineExecutablePropertiesKHR-pNext-pNext
  - **pNext** **must** be **NULL**

The **VkPipelineInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_pipeline_executable_properties
typedef struct VkPipelineInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkPipeline pipeline;
} VkPipelineInfoKHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **pipeline** is a **VkPipeline** handle.

**Valid Usage (Implicit)**

- VUID-VkPipelineInfoKHR-sType-sType
  - **sType** **must** be **VK_STRUCTURE_TYPE_PIPELINE_INFO_KHR**
- VUID-VkPipelineInfoKHR-pNext-pNext
  - **pNext** **must** be **NULL**
- VUID-VkPipelineInfoKHR-pipeline-parameter
  - **pipeline** **must** be a valid **VkPipeline** handle

Each pipeline executable **may** have a set of statistics associated with it that are generated by the pipeline compilation process. These statistics **may** include things such as instruction counts, amount of spilling (if any), maximum number of simultaneous threads, or anything else which **may**
aid developers in evaluating the expected performance of a shader. To query the compile time
statistics associated with a pipeline executable, call:

```c
// Provided by VK_KHR_pipeline_executable_properties
VkResult vkGetPipelineExecutableStatisticsKHR(
    VkDevice device,
    const VkPipelineExecutableInfoKHR* pExecutableInfo,
    uint32_t* pStatisticCount,
    VkPipelineExecutableStatisticKHR* pStatistics);
```

- `device` is the device that created the pipeline.
- `pExecutableInfo` describes the pipeline executable being queried.
- `pStatisticCount` is a pointer to an integer related to the number of statistics available or
  queried, as described below.
- `pStatistics` is either `NULL` or a pointer to an array of `VkPipelineExecutableStatisticKHR`
  structures.

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

### Valid Usage

- VUID-vkGetPipelineExecutableStatisticsKHR-pipelineExecutableInfo-03272
  The `pipelineExecutableInfo` feature must be enabled

- VUID-vkGetPipelineExecutableStatisticsKHR-pipeline-03273
  The `pipeline` member of `pExecutableInfo` must have been created with `device`

- VUID-vkGetPipelineExecutableStatisticsKHR-pipeline-03274
  The `pipeline` member of `pExecutableInfo` must have been created with
  `VK_PIPELINE_CREATE_CAPTURE_STATISTICS_BIT_KHR`

### Valid Usage (Implicit)

- VUID-vkGetPipelineExecutableStatisticsKHR-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkGetPipelineExecutableStatisticsKHR-pExecutableInfo-parameter
  `pExecutableInfo` must be a valid pointer to a valid `VkPipelineExecutableInfoKHR`
  structure

- VUID-vkGetPipelineExecutableStatisticsKHR-pStatisticCount-parameter
pStatisticCount must be a valid pointer to a uint32_t value

- VUID-vkGetPipelineExecutableStatisticsKHR-pStatistics-parameter
  If the value referenced by pStatisticCount is not 0, and pStatistics is not NULL, pStatistics must be a valid pointer to an array of pStatisticCount VkPipelineExecutableStatisticKHR structures

Return Codes

Success
- VK_SUCCESS
- VK_INCOMPLETE

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkPipelineExecutableInfoKHR structure is defined as:

```c
typedef struct VkPipelineExecutableInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkPipeline pipeline;
    uint32_t executableIndex;
} VkPipelineExecutableInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- pipeline is the pipeline to query.
- executableIndex is the index of the pipeline executable to query in the array of executable properties returned by vkGetPipelineExecutablePropertiesKHR.

Valid Usage

- VUID-VkPipelineExecutableInfoKHR-executableIndex-03275
  executableIndex must be less than the number of pipeline executables associated with pipeline as returned in the pExecutableCount parameter of vkGetPipelineExecutablePropertiesKHR

Valid Usage (Implicit)

- VUID-VkPipelineExecutableInfoKHR-sType-sType
**sType** must be *VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_INFO_KHR*

- **VUID-VkPipelineExecutableInfoKHR-pNext-pNext**
  **pNext** must be **NULL**

- **VUID-VkPipelineExecutableInfoKHR-pipeline-parameter**
  **pipeline** must be a valid *VkPipeline* handle

The *VkPipelineExecutableStatisticKHR* structure is defined as:

```c
typedef struct VkPipelineExecutableStatisticKHR {
    VkStructureType sType;
    void* pNext;
    char name[VK_MAX_DESCRIPTION_SIZE];
    char description[VK_MAX_DESCRIPTION_SIZE];
    VkPipelineExecutableStatisticFormatKHR format;
    VkPipelineExecutableStatisticValueKHR value;
} VkPipelineExecutableStatisticKHR;
```

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **name** is an array of **VK_MAX_DESCRIPTION_SIZE** **char** containing a null-terminated UTF-8 string which is a short human readable name for this statistic.
- **description** is an array of **VK_MAX_DESCRIPTION_SIZE** **char** containing a null-terminated UTF-8 string which is a human readable description for this statistic.
- **format** is a *VkPipelineExecutableStatisticFormatKHR* value specifying the format of the data found in **value**.
- **value** is the value of this statistic.

**Valid Usage (Implicit)**

- **VUID-VkPipelineExecutableStatisticKHR-sType-sType**
  **sType** must be *VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_STATISTIC_KHR*

- **VUID-VkPipelineExecutableStatisticKHR-pNext-pNext**
  **pNext** must be **NULL**

The *VkPipelineExecutableStatisticFormatKHR* enum is defined as:
typedef enum VkPipelineExecutableStatisticFormatKHR {
    VK_PIPELINE_EXECutable_STATISTIC_FORMAT_BOOL32_KHR = 0,
    VK_PIPELINE_EXECutable_STATISTIC_FORMAT_INT64_KHR = 1,
    VK_PIPELINE_EXECutable_STATISTIC_FORMAT_UINT64_KHR = 2,
    VK_PIPELINE_EXECutable_STATISTIC_FORMAT_FLOAT64_KHR = 3,
} VkPipelineExecutableStatisticFormatKHR;

• VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_BOOL32_KHR specifies that the statistic is returned as a 32-bit boolean value which must be either VK_TRUE or VK_FALSE and should be read from the b32 field of VkPipelineExecutableStatisticValueKHR.

• VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_INT64_KHR specifies that the statistic is returned as a signed 64-bit integer and should be read from the i64 field of VkPipelineExecutableStatisticValueKHR.

• VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_UINT64_KHR specifies that the statistic is returned as an unsigned 64-bit integer and should be read from the u64 field of VkPipelineExecutableStatisticValueKHR.

• VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_FLOAT64_KHR specifies that the statistic is returned as a 64-bit floating-point value and should be read from the f64 field of VkPipelineExecutableStatisticValueKHR.

The VkPipelineExecutableStatisticValueKHR union is defined as:

typedef union VkPipelineExecutableStatisticValueKHR {
    VkBool32   b32;
    int64_t    i64;
    uint64_t   u64;
    double     f64;
} VkPipelineExecutableStatisticValueKHR;

• b32 is the 32-bit boolean value if the VkPipelineExecutableStatisticFormatKHR is VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_BOOL32_KHR.

• i64 is the signed 64-bit integer value if the VkPipelineExecutableStatisticFormatKHR is VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_INT64_KHR.

• u64 is the unsigned 64-bit integer value if the VkPipelineExecutableStatisticFormatKHR is VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_UINT64_KHR.

• f64 is the 64-bit floating-point value if the VkPipelineExecutableStatisticFormatKHR is VK_PIPELINE_EXECUTABLE_STATISTIC_FORMAT_FLOAT64_KHR.

Each pipeline executable may have one or more text or binary internal representations associated with it which are generated as part of the compile process. These may include the final shader assembly, a binary form of the compiled shader, or the shader compiler’s internal representation at any number of intermediate compile steps. To query the internal representations associated with a pipeline executable, call:
Provided by VK_KHR_pipeline_executable_properties

```c
VkResult vkGetPipelineExecutableInternalRepresentationsKHR(
    VkDevice device,
    const VkPipelineExecutableInfoKHR* pExecutableInfo,
    uint32_t* pInternalRepresentationCount,
    VkPipelineExecutableInternalRepresentationKHR* pInternalRepresentations);
```

- `device` is the device that created the pipeline.
- `pExecutableInfo` describes the pipeline executable being queried.
- `pInternalRepresentationCount` is a pointer to an integer related to the number of internal representations available or queried, as described below.
- `pInternalRepresentations` is either `NULL` or a pointer to an array of `VkPipelineExecutableInternalRepresentationKHR` structures.

If `pInternalRepresentations` is `NULL`, then the number of internal representations associated with the pipeline executable is returned in `pInternalRepresentationCount`. Otherwise, `pInternalRepresentationCount` must point to a variable set by the user to the number of elements in the `pInternalRepresentations` array, and on return the variable is overwritten with the number of structures actually written to `pInternalRepresentations`. If `pInternalRepresentationCount` is less than the number of internal representations associated with the pipeline executable, at most `pInternalRepresentationCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available representations were returned.

While the details of the internal representations remain implementation-dependent, the implementation should order the internal representations in the order in which they occur in the compiled pipeline with the final shader assembly (if any) last.

---

**Valid Usage**

- VUID-vkGetPipelineExecutableInternalRepresentationsKHR-pipelineExecutableInfo-03276
  The `pipelineExecutableInfo` feature must be enabled

- VUID-vkGetPipelineExecutableInternalRepresentationsKHR-pipeline-03277
  The `pipeline` member of `pExecutableInfo` must have been created with `device`

- VUID-vkGetPipelineExecutableInternalRepresentationsKHR-pipeline-03278
  The `pipeline` member of `pExecutableInfo` must have been created with `VK_PIPELINE_CREATE_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR`

---

**Valid Usage (Implicit)**

- VUID-vkGetPipelineExecutableInternalRepresentationsKHR-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkGetPipelineExecutableInternalRepresentationsKHR-pExecutableInfo-parameter
  `pExecutableInfo` must be a valid pointer to a valid `VkPipelineExecutableInfoKHR` structure
• VUID-vkGetPipelineExecutableInternalRepresentationsKHR-pInternalRepresentationCount-parameter
  pInternalRepresentationCount must be a valid pointer to a uint32_t value.

• VUID-vkGetPipelineExecutableInternalRepresentationsKHR-pInternalRepresentations-parameter
  If the value referenced by pInternalRepresentationCount is not 0, and
  pInternalRepresentations is not NULL, pInternalRepresentations must be a valid pointer to
  an array of VkPipelineExecutableInternalRepresentationKHR structures.

Return Codes

Success
  • VK_SUCCESS
  • VK_INCOMPLETE

Failure
  • VK_ERROR_OUT_OF_HOST_MEMORY
  • VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkPipelineExecutableInternalRepresentationKHR structure is defined as:

// Provided by VK_KHR_pipeline_executable_properties
typedef struct VkPipelineExecutableInternalRepresentationKHR {
  VkStructureType sType;
  void* pNext;
  char name[VK_MAX_DESCRIPTION_SIZE];
  char description[VK_MAX_DESCRIPTION_SIZE];
  VkBool32 isText;
  size_t dataSize;
  void* pData;
} VkPipelineExecutableInternalRepresentationKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• name is an array of VK_MAX_DESCRIPTION_SIZE char containing a null-terminated UTF-8 string
  which is a short human readable name for this internal representation.
• description is an array of VK_MAX_DESCRIPTION_SIZE char containing a null-terminated UTF-8
  string which is a human readable description for this internal representation.
• isText specifies whether the returned data is text or opaque data. If isText is VK_TRUE then the
  data returned in pData is text and is guaranteed to be a null-terminated UTF-8 string.
• dataSize is an integer related to the size, in bytes, of the internal representation’s data, as
  described below.
• `pData` is either `NULL` or a pointer to a block of data into which the implementation will write the internal representation.

If `pData` is `NULL`, then the size, in bytes, of the internal representation data is returned in `dataSize`. Otherwise, `dataSize` must be the size of the buffer, in bytes, pointed to by `pData` and on return `dataSize` is overwritten with the number of bytes of data actually written to `pData` including any trailing null character. If `dataSize` is less than the size, in bytes, of the internal representation’s data, at most `dataSize` bytes of data will be written to `pData`, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available representation was returned.

If `isText` is `VK_TRUE` and `pData` is not `NULL` and `dataSize` is not zero, the last byte written to `pData` will be a null character.

### Valid Usage (Implicit)

- VUID-VkPipelineExecutableInternalRepresentationKHR-sType-sType
  sType must be `VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_INTERNAL_REPRESENTATION_KHR`

- VUID-VkPipelineExecutableInternalRepresentationKHR-pNext-pNext
  pNext must be `NULL`

## 10.13. Pipeline Creation Feedback

Feedback about the creation of a particular pipeline object can be obtained by adding a `VkPipelineCreationFeedbackCreateInfo` structure to the `pNext` chain of `VkGraphicsPipelineCreateInfo`, `VkRayTracingPipelineCreateInfoKHR`, or `VkComputePipelineCreateInfo`. The `VkPipelineCreationFeedbackCreateInfo` structure is defined as:

```
// Provided by VK_VERSION_1_3
typedef struct VkPipelineCreationFeedbackCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineCreationFeedback* pPipelineCreationFeedback;
    uint32_t pipelineStageCreationFeedbackCount;
    VkPipelineCreationFeedback* pipelineStageCreationFeedbacks;
} VkPipelineCreationFeedbackCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pPipelineCreationFeedback` is a pointer to a `VkPipelineCreationFeedback` structure.
- `pipelineStageCreationFeedbackCount` is the number of elements in `pipelineStageCreationFeedbacks`.
- `pipelineStageCreationFeedbacks` is a pointer to an array of `pipelineStageCreationFeedbackCount` `VkPipelineCreationFeedback` structures.

An implementation should write pipeline creation feedback to `pPipelineCreationFeedback` and may
write pipeline stage creation feedback to `pPipelineStageCreationFeedbacks`. An implementation must set or clear the `VK_PIPELINE_CREATION_FEEDBACK_VALID_BIT` in `VkPipelineCreationFeedback::flags` for `pPipelineCreationFeedback` and every element of `pPipelineStageCreationFeedbacks`.

**Note**

One common scenario for an implementation to skip per-stage feedback is when `VK_PIPELINE_CREATION_FEEDBACK_APPLICATION_PIPELINE_CACHE_HIT_BIT` is set in `pPipelineCreationFeedback`.

When chained to `VkRayTracingPipelineCreateInfoKHR`, or `VkGraphicsPipelineCreateInfo`, the i element of `pPipelineStageCreationFeedbacks` corresponds to the i element of `VkRayTracingPipelineCreateInfoKHR::pStages`, or `VkGraphicsPipelineCreateInfo::pStages`. When chained to `VkComputePipelineCreateInfo`, the first element of `pPipelineStageCreationFeedbacks` corresponds to `VkComputePipelineCreateInfo::stage`.

---

### Valid Usage (Implicit)

- VUID-VkPipelineCreationFeedbackCreateInfo-sType-sType
  * `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_CREATION_FEEDBACK_CREATE_INFO`

- VUID-VkPipelineCreationFeedbackCreateInfo-pPipelineCreationFeedback-parameter
  * `pPipelineCreationFeedback` must be a valid pointer to a `VkPipelineCreationFeedback` structure

- VUID-VkPipelineCreationFeedbackCreateInfo-pPipelineStageCreationFeedbacks-parameter
  * If `pipelineStageCreationFeedbackCount` is not 0, `pPipelineStageCreationFeedbacks` must be a valid pointer to an array of `pipelineStageCreationFeedbackCount` `VkPipelineCreationFeedback` structures

---

The `VkPipelineCreationFeedback` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPipelineCreationFeedback {
    VkPipelineCreationFeedbackFlags flags;
    uint64_t duration;
} VkPipelineCreationFeedback;
```

- `flags` is a bitmask of `VkPipelineCreationFeedbackFlagBits` providing feedback about the creation of a pipeline or of a pipeline stage.
- `duration` is the duration spent creating a pipeline or pipeline stage in nanoseconds.

If the `VK_PIPELINE_CREATION_FEEDBACK_VALID_BIT` is not set in `flags`, an implementation must not set any other bits in `flags`, and the values of all other `VkPipelineCreationFeedback` data members are undefined.

Possible values of the `flags` member of `VkPipelineCreationFeedback` are:
typedef enum VkPipelineCreationFeedbackFlagBits {
    VK_PIPELINE_CREATION_FEEDBACK_VALID_BIT = 0x00000001,
    VK_PIPELINE_CREATION_FEEDBACK_APPLICATION_PIPELINE_CACHE_HIT_BIT = 0x00000002,
    VK_PIPELINE_CREATION_FEEDBACK_BASE_PIPELINE_ACCELERATION_BIT = 0x00000004,
    VK_PIPELINE_CREATION_FEEDBACK_VALID_BIT_EXT = VK_PIPELINE_CREATION_FEEDBACK_VALID_BIT,
    VK_PIPELINE_CREATION_FEEDBACK_APPLICATION_PIPELINE_CACHE_HIT_BIT_EXT = VK_PIPELINE_CREATION_FEEDBACK_APPLICATION_PIPELINE_CACHE_HIT_BIT,
    VK_PIPELINE_CREATION_FEEDBACK_BASE_PIPELINE_ACCELERATION_BIT_EXT = VK_PIPELINE_CREATION_FEEDBACK_BASE_PIPELINE_ACCELERATION_BIT,
} VkPipelineCreationFeedbackFlagBits;

• **VK_PIPELINE_CREATION_FEEDBACK_VALID_BIT** indicates that the feedback information is valid.

• **VK_PIPELINE_CREATION_FEEDBACK_APPLICATION_PIPELINE_CACHE_HIT_BIT** indicates that a readily usable pipeline or pipeline stage was found in the pipelineCache specified by the application in the pipeline creation command.

An implementation should set the VK_PIPELINE_CREATION_FEEDBACK_APPLICATION_PIPELINE_CACHE_HIT_BIT bit if it was able to avoid the large majority of pipeline or pipeline stage creation work by using the pipelineCache parameter of vkCreateGraphicsPipelines, vkCreateRayTracingPipelinesKHR, or vkCreateComputePipelines. When an implementation sets this bit for the entire pipeline, it may leave it unset for any stage.

**Note**
Implementations are encouraged to provide a meaningful signal to applications using this bit. The intention is to communicate to the application that the pipeline or pipeline stage was created “as fast as it gets” using the pipeline cache provided by the application. If an implementation uses an internal cache, it is discouraged from setting this bit as the feedback would be unactionable.

• **VK_PIPELINE_CREATION_FEEDBACK_BASE_PIPELINE_ACCELERATION_BIT** indicates that the base pipeline specified by the basePipelineHandle or basePipelineIndex member of the Vk*PipelineCreateInfo structure was used to accelerate the creation of the pipeline.

An implementation should set the VK_PIPELINE_CREATION_FEEDBACK_BASE_PIPELINE_ACCELERATION_BIT bit if it was able to avoid a significant amount of work by using the base pipeline.

**Note**
While “significant amount of work” is subjective, implementations are encouraged to provide a meaningful signal to applications using this bit. For example, a 1% reduction in duration may not warrant setting this bit, while a 50% reduction would.
typedef VkFlags VkPipelineCreationFeedbackFlags;

VkPipelineCreationFeedbackFlags is a bitmask type for providing zero or more VkPipelineCreationFeedbackFlagBits.
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.

Vulkan provides applications the opportunity to perform host memory allocations on behalf of the Vulkan implementation. If this feature is not used, the implementation will perform its own memory allocations. Since most memory allocations are off the critical path, this is not meant as a performance feature. Rather, this can be useful for certain embedded systems, for debugging purposes (e.g. putting a guard page after all host allocations), or for memory allocation logging.

 Allocators are provided by the application as a pointer to a VkAllocationCallbacks structure:

```
// 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;
```

- pUserData is a value to be interpreted by the implementation of the callbacks. When any of the callbacks in VkAllocationCallbacks are called, the Vulkan implementation will pass this value as the first parameter to the callback. This value can vary each time an allocator is passed into a command, even when the same object takes an allocator in multiple commands.

- pfnAllocation is a PFN_vkAllocationFunction pointer to an application-defined memory allocation function.

- pfnReallocation is a PFN_vkReallocationFunction pointer to an application-defined memory reallocation function.

- pfnFree is a PFN_vkFreeFunction pointer to an application-defined memory free function.

- pfnInternalAllocation is a PFN_vkInternalAllocationNotification pointer to an application-defined function that is called by the implementation when the implementation makes internal allocations.

- pfnInternalFree is a PFN_vkInternalFreeNotification pointer to an application-defined function that is called by the implementation when the implementation frees internal allocations.
Valid Usage

- **VUID-VkAllocationCallbacks-pfnAllocation-00632**
  - `pfnAllocation` **must** be a valid pointer to a valid user-defined `PFN_vkAllocationFunction`

- **VUID-VkAllocationCallbacks-pfnReallocation-00633**
  - `pfnReallocation` **must** be a valid pointer to a valid user-defined `PFN_vkReallocationFunction`

- **VUID-VkAllocationCallbacks-pfnFree-00634**
  - `pfnFree` **must** be a valid pointer to a valid user-defined `PFN_vkFreeFunction`

- **VUID-VkAllocationCallbacks-pfnInternalAllocation-00635**
  - If either of `pfnInternalAllocation` or `pfnInternalFree` is not `NULL`, both **must** be valid callbacks

The type of `pfnAllocation` is:

```c
// Provided by VK_VERSION_1_0
typedef void* (VKAPI_PTR *PFN_vkAllocationFunction)(
    void* pUserData, size_t size, size_t alignment, VkSystemAllocationScope allocationScope);
```

- `pUserData` is the value specified for `VkAllocationCallbacks::pUserData` in the allocator specified by the application.
- `size` is the size in bytes of the requested allocation.
- `alignment` is the requested alignment of the allocation in bytes and **must** be a power of two.
- `allocationScope` is a `VkSystemAllocationScope` value specifying the allocation scope of the lifetime of the allocation, as described [here](#).

If `pfnAllocation` is unable to allocate the requested memory, it **must** return `NULL`. If the allocation was successful, it **must** return a valid pointer to memory allocation containing at least `size` bytes, and with the pointer value being a multiple of `alignment`.

**Note**

Correct Vulkan operation **cannot** be assumed if the application does not follow these rules.

For example, `pfnAllocation` (or `pfnReallocation`) could cause termination of running Vulkan instance(s) on a failed allocation for debugging purposes, either directly or indirectly. In these circumstances, it **cannot** be assumed that any part of any affected `VkInstance` objects are going to operate correctly (even `vkDestroyInstance`), and the application **must** ensure it cleans up properly via other means (e.g. process termination).
If \texttt{pfnAllocation} returns \texttt{NULL}, and if the implementation is unable to continue correct processing of the current command without the requested allocation, it \textbf{must} treat this as a runtime error, and generate \texttt{VK_ERROR_OUT_OF_HOST_MEMORY} at the appropriate time for the command in which the condition was detected, as described in \textit{Return Codes}.

If the implementation is able to continue correct processing of the current command without the requested allocation, then it \textbf{may} do so, and \textbf{must} not generate \texttt{VK_ERROR_OUT_OF_HOST_MEMORY} as a result of this failed allocation.

The type of \texttt{pfnReallocation} is:

\begin{verbatim}
// Provided by VK_VERSION_1_0
typedef void* (VKAPI_PTR *PFN_vkReallocationFunction)(
    void* pUserData,
    void* pOriginal,
    size_t size,
    size_t alignment,
    VkSystemAllocationScope allocationScope);
\end{verbatim}

- \texttt{pUserData} is the value specified for \texttt{VkAllocationCallbacks::pUserData} in the allocator specified by the application.
- \texttt{pOriginal} \textbf{must} be either \texttt{NULL} or a pointer previously returned by \texttt{pfnReallocation} or \texttt{pfnAllocation} of a compatible allocator.
- \texttt{size} is the size in bytes of the requested allocation.
- \texttt{alignment} is the requested alignment of the allocation in bytes and \textbf{must} be a power of two.
- \texttt{allocationScope} is a \texttt{VkSystemAllocationScope} value specifying the allocation scope of the lifetime of the allocation, as described \textit{here}.

If the reallocation was successful, \texttt{pfnReallocation} \textbf{must} return an allocation with enough space for \texttt{size} bytes, and the contents of the original allocation from bytes zero to \texttt{min(original size, new size)} - 1 \textbf{must} be preserved in the returned allocation. If \texttt{size} is larger than the old size, the contents of the additional space are undefined. If satisfying these requirements involves creating a new allocation, then the old allocation \textbf{should} be freed.

If \texttt{pOriginal} is \texttt{NULL}, then \texttt{pfnReallocation} \textbf{must} behave equivalently to a call to \texttt{PFN_vkAllocationFunction} with the same parameter values (without \texttt{pOriginal}).

If \texttt{size} is zero, then \texttt{pfnReallocation} \textbf{must} behave equivalently to a call to \texttt{PFN_vkFreeFunction} with the same \texttt{pUserData} parameter value, and \texttt{pMemory} equal to \texttt{pOriginal}.

If \texttt{pOriginal} is non-\texttt{NULL}, the implementation \textbf{must} ensure that \texttt{alignment} is equal to the \texttt{alignment} used to originally allocate \texttt{pOriginal}.

If this function fails and \texttt{pOriginal} is non-\texttt{NULL} the application \textbf{must} not free the old allocation.

\texttt{pfnReallocation} \textbf{must} follow the same \textit{rules for return values} as \texttt{PFN_vkAllocationFunction}.

The type of \texttt{pfnFree} is:
typedef void (VKAPI_PTR *PFN_vkFreeFunction)(
    void* pUserData,
    void* pMemory);

- `pUserData` is the value specified for `VkAllocationCallbacks::pUserData` in the allocator specified by the application.
- `pMemory` is the allocation to be freed.

`pMemory` may be `NULL`, which the callback must handle safely. If `pMemory` is non-`NULL`, it must be a pointer previously allocated by `PFN_allocation` or `PFN_reallocation`. The application should free this memory.

The type of `PFN_InternalAllocation` is:

```c
typedef void (VKAPI_PTR *PFN_vkInternalAllocationNotification)(
    void* pUserData,
    size_t size,
    VkInternalAllocationType allocationType,
    VkSystemAllocationScope allocationScope);
```

- `pUserData` is the value specified for `VkAllocationCallbacks::pUserData` in the allocator specified by the application.
- `size` is the requested size of an allocation.
- `allocationType` is a `VkInternalAllocationType` value specifying the requested type of an allocation.
- `allocationScope` is a `VkSystemAllocationScope` value specifying the allocation scope of the lifetime of the allocation, as described here.

This is a purely informational callback.

The type of `PFN_InternalFree` is:

```c
typedef void (VKAPI_PTR *PFN_vkInternalFreeNotification)(
    void* pUserData,
    size_t size,
    VkInternalAllocationType allocationType,
    VkSystemAllocationScope allocationScope);
```

- `pUserData` is the value specified for `VkAllocationCallbacks::pUserData` in the allocator specified by the application.
- `size` is the requested size of an allocation.
• allocationType is a VkInternalAllocationType value specifying the requested type of an allocation.

• allocationScope is a VkSystemAllocationScope value specifying the allocation scope of the lifetime of the allocation, as described here.

Each allocation has an allocation scope defining its lifetime and which object it is associated with. Possible values passed to the allocationScope parameter of the callback functions specified by VkAllocationCallbacks, indicating the allocation scope, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSystemAllocationScope {
    VK_SYSTEM_ALLOCATION_SCOPE_COMMAND = 0,
    VK_SYSTEM_ALLOCATION_SCOPE_OBJECT = 1,
    VK_SYSTEM_ALLOCATION_SCOPE_CACHE = 2,
    VK_SYSTEM_ALLOCATION_SCOPE_DEVICE = 3,
    VK_SYSTEM_ALLOCATION_SCOPE_INSTANCE = 4,
} VkSystemAllocationScope;
```

• VK_SYSTEM_ALLOCATION_SCOPE_COMMAND specifies that the allocation is scoped to the duration of the Vulkan command.

• VK_SYSTEM_ALLOCATION_SCOPE_OBJECT specifies that the allocation is scoped to the lifetime of the Vulkan object that is being created or used.

• VK_SYSTEM_ALLOCATION_SCOPE_CACHE specifies that the allocation is scoped to the lifetime of a VkPipelineCache object.

• VK_SYSTEM_ALLOCATION_SCOPE_DEVICE specifies that the allocation is scoped to the lifetime of the Vulkan device.

• VK_SYSTEM_ALLOCATION_SCOPE_INSTANCE specifies that the allocation is scoped to the lifetime of the Vulkan instance.

Most Vulkan commands operate on a single object, or there is a sole object that is being created or manipulated. When an allocation uses an allocation scope of VK_SYSTEM_ALLOCATION_SCOPE_OBJECT or VK_SYSTEM_ALLOCATION_SCOPE_CACHE, the allocation is scoped to the object being created or manipulated.

When an implementation requires host memory, it will make callbacks to the application using the most specific allocator and allocation scope available:

• If an allocation is scoped to the duration of a command, the allocator will use the VK_SYSTEM_ALLOCATION_SCOPE_COMMAND allocation scope. The most specific allocator available is used: if the object being created or manipulated has an allocator, that object’s allocator will be used, else if the parent VkDevice has an allocator it will be used, else if the parent VkInstance has an allocator it will be used. Else,

• If an allocation is associated with a VkPipelineCache object, the allocator will use the VK_SYSTEM_ALLOCATION_SCOPE_CACHE allocation scope. The most specific allocator available is used (cache, else device, else instance). Else,
If an allocation is scoped to the lifetime of an object, that object is being created or manipulated by the command, and that object's type is not VkDevice or VkInstance, the allocator will use an allocation scope of VK_SYSTEM_ALLOCATION_SCOPE_OBJECT. The most specific allocator available is used (object, else device, else instance). Else,

- If an allocation is scoped to the lifetime of a device, the allocator will use an allocation scope of VK_SYSTEM_ALLOCATION_SCOPE_DEVICE. The most specific allocator available is used (device, else instance). Else,

- If the allocation is scoped to the lifetime of an instance and the instance has an allocator, its allocator will be used with an allocation scope of VK_SYSTEM_ALLOCATION_SCOPE_INSTANCE.

- Otherwise an implementation will allocate memory through an alternative mechanism that is unspecified.

Objects that are allocated from pools do not specify their own allocator. When an implementation requires host memory for such an object, that memory is sourced from the object's parent pool's allocator.

The application is not expected to handle allocating memory that is intended for execution by the host due to the complexities of differing security implementations across multiple platforms. The implementation will allocate such memory internally and invoke an application provided informational callback when these internal allocations are allocated and freed. Upon allocation of executable memory, pfnInternalAllocation will be called. Upon freeing executable memory, pfnInternalFree will be called. An implementation will only call an informational callback for executable memory allocations and frees.

The allocationType parameter to the pfnInternalAllocation and pfnInternalFree functions may be one of the following values:

```c
// Provided by VK_VERSION_1_0
typedef enum VkInternalAllocationType {
    VK_INTERNAL_ALLOCATION_TYPE_EXECUTABLE = 0,
} VkInternalAllocationType;
```

- VK_INTERNAL_ALLOCATION_TYPE_EXECUTABLE specifies that the allocation is intended for execution by the host.

An implementation must only make calls into an application-provided allocator during the execution of an API command. An implementation must only make calls into an application-provided allocator from the same thread that called the provoking API command. The implementation should not synchronize calls to any of the callbacks. If synchronization is needed, the callbacks must provide it themselves. The informational callbacks are subject to the same restrictions as the allocation callbacks.

If an implementation intends to make calls through a VkAllocationCallbacks structure between the time a vkCreate* command returns and the time a corresponding vkDestroy* command begins, that implementation must save a copy of the allocator before the vkCreate* command returns. The callback functions and any data structures they rely upon must remain valid for the lifetime of the object they are associated with.
If an allocator is provided to a \texttt{vkCreate*} command, a \textit{compatible} allocator \textbf{must} be provided to the corresponding \texttt{vkDestroy*} command. Two \texttt{VkAllocationCallbacks} structures are compatible if memory allocated with \texttt{pfnAllocation} or \texttt{pfnReallocation} in each \textbf{can} be freed with \texttt{pfnReallocation} or \texttt{pfnFree} in the other. An allocator \textbf{must} not be provided to a \texttt{vkDestroy*} command if an allocator was not provided to the corresponding \texttt{vkCreate*} command.

If a non-\texttt{NULL} allocator is used, the \texttt{pfnAllocation}, \texttt{pfnReallocation} and \texttt{pfnFree} members \textbf{must} be non-\texttt{NULL} and point to valid implementations of the callbacks. An application \textbf{can} choose to not provide informational callbacks by setting both \texttt{pfnInternalAllocation} and \texttt{pfnInternalFree} to \texttt{NULL}. \texttt{pfnInternalAllocation} and \texttt{pfnInternalFree} \textbf{must} either both be \texttt{NULL} or both be non-\texttt{NULL}.

If \texttt{pfnAllocation} or \texttt{pfnReallocation} fail, the implementation \textbf{may} fail object creation and/or generate a \texttt{VK_ERROR_OUT_OF_HOST_MEMORY} error, as appropriate.

Allocation callbacks \textbf{must} not call any Vulkan commands.

The following sets of rules define when an implementation is permitted to call the allocator callbacks.

\texttt{pfnAllocation} or \texttt{pfnReallocation} \textbf{may} be called in the following situations:

- Allocations scoped to a \texttt{VkDevice} or \texttt{VkInstance} \textbf{may} be allocated from any API command.
- Allocations scoped to a command \textbf{may} be allocated from any API command.
- Allocations scoped to a \texttt{VkPipelineCache} \textbf{may} only be allocated from:
  - \texttt{vkCreatePipelineCache}
  - \texttt{vkMergePipelineCaches} for \texttt{dstCache}
  - \texttt{vkCreateGraphicsPipelines} for \texttt{pipelineCache}
  - \texttt{vkCreateComputePipelines} for \texttt{pipelineCache}
- Allocations scoped to a \texttt{VkDescriptorPool} \textbf{may} only be allocated from:
  - any command that takes the pool as a direct argument
  - \texttt{vkAllocateDescriptorSets} for the \texttt{descriptorPool} member of its \texttt{pAllocateInfo} parameter
  - \texttt{vkCreateDescriptorPool}
- Allocations scoped to a \texttt{VkCommandPool} \textbf{may} only be allocated from:
  - any command that takes the pool as a direct argument
  - \texttt{vkCreateCommandPool}
  - \texttt{vkAllocateCommandBuffers} for the \texttt{commandPool} member of its \texttt{pAllocateInfo} parameter
  - any \texttt{vkCmd*} command whose \texttt{commandBuffer} was allocated from that \texttt{VkCommandPool}
- Allocations scoped to any other object \textbf{may} only be allocated in that object’s \texttt{vkCreate*} command.

\texttt{pfnFree}, or \texttt{pfnReallocation} with zero size, \textbf{may} be called in the following situations:

- Allocations scoped to a \texttt{VkDevice} or \texttt{VkInstance} \textbf{may} be freed from any API command.
• Allocations scoped to a command **must** be freed by any API command which allocates such memory.

• Allocations scoped to a VkPipelineCache **may** be freed from vkDestroyPipelineCache.

• Allocations scoped to a VkDescriptorPool **may** be freed from
  ◦ any command that takes the pool as a direct argument

• Allocations scoped to a VkCommandPool **may** be freed from:
  ◦ any command that takes the pool as a direct argument
  ◦ vkResetCommandBuffer whose commandBuffer was allocated from that VkCommandPool

• Allocations scoped to any other object **may** be freed in that object's vkDestroy* command.

• Any command that allocates host memory **may** also free host memory of the same scope.

### 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:

```
// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceMemoryProperties(
    VkPhysicalDevice physicalDevice,    // Provided by VK_VERSION_1_0
    VkPhysicalDeviceMemoryProperties* pMemoryProperties);
```

• **physicalDevice** is the handle to the device to query.

• **pMemoryProperties** is a pointer to a VkPhysicalDeviceMemoryProperties structure in which the properties are returned.

#### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceMemoryProperties-physicalDevice-parameter
  **physicalDevice** **must** be a valid VkPhysicalDevice handle

- VUID-vkGetPhysicalDeviceMemoryProperties-pMemoryProperties-parameter
  **pMemoryProperties** **must** be a valid pointer to a VkPhysicalDeviceMemoryProperties structure

The VkPhysicalDeviceMemoryProperties structure is defined as:
typedef struct VkPhysicalDeviceMemoryProperties {
    uint32_t memoryTypeCount;
    VkMemoryType memoryTypes[VK_MAX_MEMORY_TYPES];
    uint32_t memoryHeapCount;
    VkMemoryHeap memoryHeaps[VK_MAX_MEMORY.HEAPS];
} VkPhysicalDeviceMemoryProperties;

- `memoryTypeCount` is the number of valid elements in the `memoryTypes` array.
- `memoryTypes` is an array of `VK_MAX_MEMORY_TYPES` `VkMemoryType` structures describing the memory types that can be used to access memory allocated from the heaps specified by `memoryHeaps`.
- `memoryHeapCount` is the number of valid elements in the `memoryHeaps` array.
- `memoryHeaps` is an array of `VK_MAX_MEMORY.HEAPS` `VkMemoryHeap` structures describing the memory heaps from which memory can be allocated.

The `VkPhysicalDeviceMemoryProperties` structure describes a number of memory heaps as well as a number of memory types that 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 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 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 `memoryHeapCount` and is less than or equal to `VK_MAX_MEMORY.HEAPS`. Each heap is described by an element of the `memoryHeaps` array as a `VkMemoryHeap` structure. The number of memory types available across all memory heaps is given by `memoryTypeCount` and is less than or equal to `VK_MAX_MEMORY_TYPES`. Each memory type is described by an element of the `memoryTypes` array as a `VkMemoryType` structure.

At least one heap must include `VK_MEMORY_HEAP_DEVICE_LOCAL_BIT` in `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_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT

• VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT

• VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT | VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT

• VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT | VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT

• VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT | VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT

• VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT | VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT | VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT

• VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT

• VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT

• VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT

• VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT | VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT

• VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT | VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT | VK_MEMORYPROPERTY_PROTECTED_BIT

• VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_HOST_CACHED_BIT | VK_MEMORYPROPERTY_HOST_COHERENT_BIT | VK_MEMORYPROPERTY_DEVICE_LOCAL_BIT | VK_MEMORYPROPERTY_PROTECTED_BIT | VK_MEMORYPROPERTY_PROTECTED_BIT

There must be at least one memory type with both the VK_MEMORYPROPERTY_HOST_VISIBLE_BIT and VK_MEMORYPROPERTY_HOST_COHERENT_BIT bits set in its propertyFlags. There must be at least one memory type with the VK_MEMORYPROPERTY_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

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_MEMORYPROPERTY_DEVICE_LOCAL_BIT was before VK_MEMORYPROPERTY_HOST_VISIBLE_BIT | VK_MEMORYPROPERTY_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, requiredProperties);

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:
void vkGetPhysicalDeviceMemoryProperties2(
    VkPhysicalDevice physicalDevice,
    VkPhysicalDeviceMemoryProperties2* pMemoryProperties);

or the equivalent command

void vkGetPhysicalDeviceMemoryProperties2KHR(
    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:

```c
typedef struct VkPhysicalDeviceMemoryProperties2 {
    VkStructureType sType;
    void* pNext;
    VkPhysicalDeviceMemoryProperties memoryProperties;
} VkPhysicalDeviceMemoryProperties2;
```

or the equivalent

```c
typedef VkPhysicalDeviceMemoryProperties2 VkPhysicalDeviceMemoryProperties2KHR;
```

- `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_PHYSICAL_DEVICE_MEMORY_PROPERTIES_2`

- VUID-VkPhysicalDeviceMemoryProperties2-pNext-pNext
  - `pNext` must be `NULL`

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 VK_KHR_device_group_creation
    VK_MEMORY_HEAP_MULTI_INSTANCE_BIT_KHR = VK_MEMORY_HEAP_MULTI_INSTANCE_BIT,
} 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.

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

`VkMemoryHeapFlags` is a bitmask type for setting a mask of zero or more `VkMemoryHeapFlagBits`.

---

677
The `VkMemoryType` structure is defined as:

```c
// 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:

```c
// 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 Lazily 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
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:

```
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDeviceMemory)
```

11.2.3. Device Memory Allocation

To allocate memory objects, call:

```
// Provided by VK_VERSION_1_0
VkResult vkAllocateMemory(
    VkDevice device,
    const VkMemoryAllocateInfo* pAllocateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkDeviceMemory* pMemory);
```

- `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
For historical reasons, if maxMemoryAllocationCount 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.

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. This limit is advertised in VkPhysicalDeviceMaintenance3Properties::maxMemoryAllocationSize.

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

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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

• 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
  • VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

The VkMemoryAllocateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
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:

• `VkImportMemoryWin32HandleInfoKHR` with a non-zero `handleType` value
• `VkImportMemoryFdInfoKHR` with a non-zero `handleType` value

If the parameters define an import operation and the external handle type is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT`, `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT`, or `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12RESOURCE_BIT`, `allocationSize` is ignored. The implementation must query the size of these allocations from the OS.

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`

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.
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-pNext-00639**
  If the pNext chain includes a VkExportMemoryAllocateInfo structure, and any of the handle types specified in VkExportMemoryAllocateInfo::handleTypes require a dedicated allocation, as reported by `vkGetPhysicalDeviceImageFormatProperties2` in VkExternalImageFormatProperties::externalMemoryProperties.externalMemoryFeatures, or by `vkGetPhysicalDeviceExternalBufferProperties` in VkExternalBufferProperties::externalMemoryProperties.externalMemoryFeatures, the pNext chain **must include a VkMemoryDedicatedAllocateInfo or VkDedicatedAllocationMemoryAllocateInfoNV structure with either its image or buffer member set to a value other than VK_NULL_HANDLE**

- **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-None-00643**
  If the parameters define an import operation and the external handle specified was created by the Vulkan API, the device mask specified by VkMemoryAllocateFlagsInfo **must match the mask specified when the payload being imported was allocated**

- **VUID-VkMemoryAllocateInfo-None-00644**
  If the parameters define an import operation and the external handle specified was created by the Vulkan API, the list of physical devices that comprise the logical device passed to `vkAllocateMemory` **must match the list of physical devices that comprise the logical device on which the payload was originally allocated**

- **VUID-VkMemoryAllocateInfo-memoryTypeIndex-00645**
  If the parameters define an import operation and the external handle is an NT handle or a global share handle created outside of the Vulkan API, the value of **memoryTypeIndex must be one of those returned by `vkGetMemoryWin32HandlePropertiesKHR`**

- **VUID-VkMemoryAllocateInfo-allocationSize-01743**
  If the parameters define an import operation, the external handle was created by the Vulkan API, and the external handle type is VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT or VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT, then the values of **allocationSize**
and `memoryTypeIndex` must match those specified when the payload being imported was created.

- **VUID-VkMemoryAllocateInfo-allocationSize-00647**
  If the parameters define an import operation and the external handle type is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT`, `allocationSize` must match the size specified when creating the Direct3D 12 heap from which the payload was extracted.

- **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 `memoryTypeIndex` must not indicate a memory type that reports `VK_MEMORY_PROPERTY_PROTECTED_BIT`.

- **VUID-VkMemoryAllocateInfo-opaqueCaptureAddress-03329**
  If `VkMemoryOpaqueCaptureAddressAllocateInfo::opaqueCaptureAddress` is not zero, `VkMemoryAllocateFlagsInfo::flags` must include `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT`.

- **VUID-VkMemoryAllocateInfo-flags-03330**
  If `VkMemoryAllocateFlagsInfo::flags` includes `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT`, the bufferDeviceAddressCaptureReplay feature must be enabled.

- **VUID-VkMemoryAllocateInfo-flags-03331**
  If `VkMemoryAllocateFlagsInfo::flags` includes `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT`, the bufferDeviceAddress feature must be enabled.

- **VUID-VkMemoryAllocateInfo-opaqueCaptureAddress-03333**
  If the parameters define an import operation, `VkMemoryOpaqueCaptureAddressAllocateInfo::opaqueCaptureAddress` must be zero.

### 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`, `VkExportMemoryWin32HandleInfoKHR`, `VkImportMemoryFdInfoKHR`, `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:

```
// Provided by VK_VERSION_1_1
typedef struct VkMemoryDedicatedAllocateInfo {
    VkStructureType sType;
    const void* pNext;
    VkImage image;
    VkBuffer buffer;
} VkMemoryDedicatedAllocateInfo;
```

or the equivalent

```
// Provided by VK_KHR_dedicated_allocation
typedef VkMemoryDedicatedAllocateInfo VkMemoryDedicatedAllocateInfoKHR;
```

- `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`, `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`, `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-01876**
  If `image` is not `VK_NULL_HANDLE` and `VkMemoryAllocateInfo` defines a memory import operation with handle type `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT`, `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT`, `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT`, `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT`, `VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT`, or
VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT, and the external handle was created by the Vulkan API, then 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-01877
  If buffer is not VK_NULL_HANDLE and VkMemoryAllocateInfo defines a memory import operation with handle type VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT, VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT, VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT, VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT, VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT, or VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT, and the external handle was created by the Vulkan API, then the memory being imported must also be a dedicated buffer allocation and buffer must be identical to the buffer associated with the imported memory.

- 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.

- VUID-VkMemoryDedicatedAllocateInfo-image-01797
  If image is not VK_NULL_HANDLE, image must not have been created with VK_IMAGE_CREATE_DISJOINT_BIT set in VkImageCreateInfo::flags.

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;
```

or the equivalent

```c
// Provided by VK_KHR_external_memory
typedef VkExportMemoryAllocateInfo VkExportMemoryAllocateInfoKHR;
```

- `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. Win32 External Memory

To specify additional attributes of NT handles exported from a memory object, add a `VkExportMemoryWin32HandleInfoKHR` structure to the `pNext` chain of the `VkMemoryAllocateInfo` structure. The `VkExportMemoryWin32HandleInfoKHR` structure is defined as:
typedef struct VkExportMemoryWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const SECURITY_ATTRIBUTES* pAttributes;
    DWORD dwAccess;
    LPCWSTR name;
} VkExportMemoryWin32HandleInfoKHR;

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `pAttributes` is a pointer to a Windows SECURITY_ATTRIBUTES structure specifying security attributes of the handle.
- `dwAccess` is a DWORD specifying access rights of the handle.
- `name` is a null-terminated UTF-16 string to associate with the payload referenced by NT handles exported from the created memory.

If VkExportMemoryAllocateInfo is not included in the same `pNext` chain, this structure is ignored.

If VkExportMemoryAllocateInfo is included in the `pNext` chain of VkMemoryAllocateInfo with a Windows `handleType`, but either VkExportMemoryWin32HandleInfoKHR is not included in the `pNext` chain, or it is included but `pAttributes` is set to NULL, default security descriptor values will be used, and child processes created by the application will not inherit the handle, as described in the MSDN documentation for “Synchronization Object Security and Access Rights”\(^1\). Further, if the structure is not present, the access rights used depend on the handle type.

For handles of the following types:

- `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT`

The implementation must ensure the access rights allow read and write access to the memory.


---

**Valid Usage**

- **VUID-VkExportMemoryWin32HandleInfoKHR-handleTypes-00657**

If VkExportMemoryAllocateInfo::`handleTypes` does not include `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT`, a VkExportMemoryWin32HandleInfoKHR structure must not be included in the `pNext` chain of VkMemoryAllocateInfo.
Valid Usage (Implicit)

- **VUID-VkExportMemoryWin32HandleInfoKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_EXPORT_MEMORY_WIN32_HANDLE_INFO_KHR`

- **VUID-VkExportMemoryWin32HandleInfoKHR-pAttributes-parameter**
  - If `pAttributes` is not `NULL`, `pAttributes` must be a valid pointer to a valid `SECURITY_ATTRIBUTES` value.

To import memory from a Windows handle, add a `VkImportMemoryWin32HandleInfoKHR` structure to the `pNext` chain of the `VkMemoryAllocateInfo` structure.

The `VkImportMemoryWin32HandleInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_external_memory_win32
typedef struct VkImportMemoryWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlagBits handleType;
    HANDLE handle;
    LPCWSTR name;
} VkImportMemoryWin32HandleInfoKHR;
```

- `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 type of `handle` or `name`.
- `handle` is `NULL` or the external handle to import.
- `name` is `NULL` or a null-terminated UTF-16 string naming the payload to import.

Importing memory object payloads from Windows handles does not transfer ownership of the handle to the Vulkan implementation. For handle types defined as NT handles, the application must release handle ownership using the `CloseHandle` system call when the handle is no longer needed. For handle types defined as NT handles, the imported memory object holds a reference to its payload.

**Note**

Non-NT handle import operations do not add a reference to their associated payload. If the original object owning the payload is destroyed, all resources and handles sharing that payload will become invalid.

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-VkImportMemoryWin32HandleInfoKHR-handleType-00658
  If `handleType` is not 0, it must be supported for import, as reported by `VkExternalImageFormatProperties` or `VkExternalBufferProperties`

• VUID-VkImportMemoryWin32HandleInfoKHR-handle-00659
  The memory from which `handle` was exported, or the memory named by `name` must have been created on the same underlying physical device as `device`

• VUID-VkImportMemoryWin32HandleInfoKHR-handleType-00660
  If `handleType` is not 0, it must be defined as an NT handle or a global share handle

• VUID-VkImportMemoryWin32HandleInfoKHR-handleType-01439
  If `handleType` is not VN_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT, VN_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT, VN_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT, or VN_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT, `name` must be NULL

• VUID-VkImportMemoryWin32HandleInfoKHR-handleType-01440
  If `handleType` is not 0 and `handle` is NULL, `name` must name a valid memory resource of the type specified by `handleType`

• VUID-VkImportMemoryWin32HandleInfoKHR-handle-01441
  If `handle` is not NULL, `name` must be NULL

• VUID-VkImportMemoryWin32HandleInfoKHR-handle-01518
  If `handle` is not NULL, it must obey any requirements listed for `handleType` in external memory handle types compatibility

• VUID-VkImportMemoryWin32HandleInfoKHR-name-01519
  If `name` is not NULL, it must obey any requirements listed for `handleType` in external memory handle types compatibility

Valid Usage (Implicit)

• VUID-VkImportMemoryWin32HandleInfoKHR-sType-sType
  `sType` must be VK_STRUCTURE_TYPE_IMPORT_MEMORY_WIN32_HANDLE_INFO_KHR

• VUID-VkImportMemoryWin32HandleInfoKHR-handleType-parameter
  If `handleType` is not 0, `handleType` must be a valid `VkExternalMemoryHandleTypeFlagBits` value

To export a Windows handle representing the payload of a Vulkan device memory object, call:
// Provided by VK_KHR_external_memory_win32

```c
VkResult vkGetMemoryWin32HandleKHR(
    VkDevice device,
    const VkMemoryGetWin32HandleInfoKHR* pGetWin32HandleInfo,
    HANDLE* pHandle);
```

- **device** is the logical device that created the device memory being exported.
- **pGetWin32HandleInfo** is a pointer to a `VkMemoryGetWin32HandleInfoKHR` structure containing parameters of the export operation.
- **pHandle** will return the Windows handle representing the payload of the device memory object.

For handle types defined as NT handles, the handles returned by `vkGetMemoryWin32HandleKHR` are owned by the application and hold a reference to their payload. To avoid leaking resources, the application must release ownership of them using the `CloseHandle` system call when they are no longer needed.

---

**Valid Usage (Implicit)**

- **VUID-vkGetMemoryWin32HandleKHR-device-parameter**
  - The **device** must be a valid `VkDevice` handle
- **VUID-vkGetMemoryWin32HandleKHR-pGetWin32HandleInfo-parameter**
  - The **pGetWin32HandleInfo** must be a valid pointer to a valid `VkMemoryGetWin32HandleInfoKHR` structure
- **VUID-vkGetMemoryWin32HandleKHR-pHandle-parameter**
  - The **pHandle** must be a valid pointer to a `HANDLE` value

---

**Return Codes**

**Success**

- VK_SUCCESS

**Failure**

- VK_ERROR_TOO_MANY_OBJECTS
- VK_ERROR_OUT_OF_HOST_MEMORY

The `VkMemoryGetWin32HandleInfoKHR` structure is defined as:
typedef struct VkMemoryGetWin32HandleInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDeviceMemory memory;
    VkExternalMemoryHandleTypeFlagBits handleType;
} VkMemoryGetWin32HandleInfoKHR;

• 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 handle returned depend on the value of handleType. See VkExternalMemoryHandleTypeFlagBits for a description of the properties of the defined external memory handle types.

Valid Usage

• VUID-VkMemoryGetWin32HandleInfoKHR-handleType-00662
  handleType must have been included in VkExportMemoryAllocateInfo::handleTypes when memory was created

• VUID-VkMemoryGetWin32HandleInfoKHR-handleType-00663
  If handleType is defined as an NT handle, vkGetMemoryWin32HandleKHR must be called no more than once for each valid unique combination of memory and handleType

• VUID-VkMemoryGetWin32HandleInfoKHR-handleType-00664
  handleType must be defined as an NT handle or a global share handle

Valid Usage (Implicit)

• VUID-VkMemoryGetWin32HandleInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_MEMORY_GET_WIN32_HANDLE_INFO_KHR

• VUID-VkMemoryGetWin32HandleInfoKHR-pNext-pNext
  pNext must be NULL

• VUID-VkMemoryGetWin32HandleInfoKHR-memory-parameter
  memory must be a valid VkDeviceMemory handle

• VUID-VkMemoryGetWin32HandleInfoKHR-handleType-parameter
  handleType must be a valid VkExternalMemoryHandleTypeFlagBits value

Windows 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_win32
VkResult vkGetMemoryWin32HandlePropertiesKHR(
    VkDevice device,
    VkExternalMemoryHandleTypeFlagBits handleType,
    HANDLE handle,
    VkMemoryWin32HandlePropertiesKHR* pMemoryWin32HandleProperties);
```

- `device` is the logical device that will be importing `handle`.
- `handleType` is a `VkExternalMemoryHandleTypeFlagBits` value specifying the type of the handle `handle`.
- `handle` is the handle which will be imported.
- `pMemoryWin32HandleProperties` is a pointer to a `VkMemoryWin32HandlePropertiesKHR` structure in which properties of `handle` are returned.

**Valid Usage**

- VUID-vkGetMemoryWin32HandlePropertiesKHR-handle-00665 `handle` must point to a valid Windows memory handle
- VUID-vkGetMemoryWin32HandlePropertiesKHR-handleType-00666 `handleType` must not be one of the handle types defined as opaque

**Valid Usage (Implicit)**

- VUID-vkGetMemoryWin32HandlePropertiesKHR-device-parameter `device` must be a valid `VkDevice` handle
- VUID-vkGetMemoryWin32HandlePropertiesKHR-handleType-parameter `handleType` must be a valid `VkExternalMemoryHandleTypeFlagBits` value
- VUID-vkGetMemoryWin32HandlePropertiesKHR-pMemoryWin32HandleProperties-parameter `pMemoryWin32HandleProperties` must be a valid pointer to a `VkMemoryWin32HandlePropertiesKHR` structure

**Return Codes**

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_INVALID_EXTERNAL_HANDLE
The `VkMemoryWin32HandlePropertiesKHR` structure returned is defined as:

```c
// Provided by VK_KHR_external_memory_win32
typedef struct VkMemoryWin32HandlePropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t memoryTypeBits;
} VkMemoryWin32HandlePropertiesKHR;
```

- `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 windows handle can be imported as.

**Valid Usage (Implicit)**

- VUID-VkMemoryWin32HandlePropertiesKHR-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_MEMORY_WIN32_HANDLE_PROPERTIES_KHR`

- VUID-VkMemoryWin32HandlePropertiesKHR-pNext-pNext
  - `pNext` must be `NULL`

### 11.2.5. 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:

```c
// Provided by VK_KHR_external_memory_fd
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-006670**
  
  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.

### 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.
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.

### 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`.

### Valid Usage (Implicit)

- **VUID-VkMemoryGetFdInfoKHR-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_MEMORY_GET_FD_INFO_KHR`.

- **VUID-VkMemoryGetFdInfoKHR-pNext-pNext**
  
  `pNext` must be `NULL`.

- **VUID-VkMemoryGetFdInfoKHR-memory-parameter**
  
  `memory` must be a valid `VkDeviceMemory` handle.

- **VUID-VkMemoryGetFdInfoKHR-handleType-parameter**
  
  `handleType` must be a valid `VkExternalMemoryHandleTypeFlagBits` value.

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
    VkExternalMemoryHandleTypeFlagBits handleType,   // handleType, fd
    int fd,                     // fd
    VkMemoryFdPropertiesKHR* pMemoryFdProperties);  // pMemoryFdProperties
```

- `device` is the logical device that will be importing `fd`.
- `handleType` is a `VkExternalMemoryHandleTypeFlagBits` value specifying the type of the handle `fd`.
- `fd` is the handle which will be imported.
- `pMemoryFdProperties` is a pointer to a `VkMemoryFdPropertiesKHR` structure in which the properties of the handle `fd` are returned.
Valid Usage

- VUID-vkGetMemoryFdPropertiesKHR-fd-00673
  \textit{fd} \textbf{must} point to a valid POSIX file descriptor memory handle

- VUID-vkGetMemoryFdPropertiesKHR-handleType-00674
  \textit{handleType} \textbf{must} not be \texttt{VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT}

Valid Usage (Implicit)

- VUID-vkGetMemoryFdPropertiesKHR-device-parameter
  \textit{device} \textbf{must} be a valid \texttt{VkDevice} handle

- VUID-vkGetMemoryFdPropertiesKHR-handleType-parameter
  \textit{handleType} \textbf{must} be a valid \texttt{VkExternalMemoryHandleTypeFlagBits} value

- VUID-vkGetMemoryFdPropertiesKHR-pMemoryFdProperties-parameter
  \textit{pMemoryFdProperties} \textbf{must} be a valid pointer to a \texttt{VkMemoryFdPropertiesKHR} structure

Return Codes

\textbf{Success}

- \texttt{VK_SUCCESS}

\textbf{Failure}

- \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}
- \texttt{VK_ERROR_INVALID_EXTERNAL_HANDLE}

The \texttt{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;
```

- \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{memoryTypeBits} is a bitmask containing one bit set for every memory type which the specified file descriptor \textbf{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

11.2.6. 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;
```

or the equivalent

```c
// Provided by VK_KHR_device_group
typedef VkMemoryAllocateFlagsInfo VkMemoryAllocateFlagsInfoKHR;
```

- **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,
    // Provided by VK_KHR_device_group
   VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT_KHR = VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT,
    // Provided by VK_KHR_buffer_device_address
    VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT_KHR = VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT,
    // Provided by VK_KHR_buffer_device_address
    VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR = VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT,
} VkMemoryAllocateFlagBits;
```

or the equivalent
• **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.

### 11.2.7. 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;
```

or the equivalent

```c
// Provided by VKKHR_buffer_device_address
typedef VkMemoryOpaqueCaptureAddressAllocateInfo
    VkMemoryOpaqueCaptureAddressAllocateInfoKHR;
```
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

11.2.8. Freeing Device Memory

To free a memory object, call:

```c
void vkFreeMemory(
    VkDevice device,
    VkDeviceMemory memory,
    const VkAllocationCallbacks* pAllocator);
```

- device is the logical device that owns the memory.
- memory is the VkDeviceMemory object to be freed.
- pAllocator controls host memory allocation as described in the Memory Allocation chapter.

Before freeing a memory object, an application must ensure the memory object is no longer in use by the device — for example by command buffers in the pending state. Memory can be freed whilst still bound to resources, but those resources must not be used afterwards. Freeing a memory object releases the reference it held, if any, to its payload. If there are still any bound images or buffers, the memory object’s payload may not be immediately released by the implementation, but must be
released by the time all bound images and buffers have been destroyed. Once all references to a payload are released, it is returned to the heap from which it was allocated.

How memory objects are bound to Images and Buffers is described in detail in the Resource Memory Association section.

If a memory object is mapped at the time it is freed, it is implicitly unmapped.

Note
As described below, host writes are not implicitly flushed when the memory object is unmapped, but the implementation must guarantee that writes that have not been flushed do not affect any other memory.

Valid Usage

• VUID-vkFreeMemory-memory-00677
  All submitted commands that refer to memory (via images or buffers) must have completed execution

Valid Usage (Implicit)

• VUID-vkFreeMemory-device-parameter
device must be a valid VkDevice handle

• VUID-vkFreeMemory-memory-parameter
  If memory is not VK_NULL_HANDLE, memory must be a valid VkDeviceMemory handle

• VUID-vkFreeMemory-pAllocator-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

• VUID-vkFreeMemory-memory-parent
  If memory is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

• Host access to memory must be externally synchronized

11.2.9. 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:
// Provided by VK_VERSION_1_0

VkResult vkMapMemory(
    VkDevice device,
   VkDeviceMemory memory,
    VkDeviceSize offset,
    VkDeviceSize size,
    VkMemoryMapFlags flags,
    void** ppData);

- **device** is the logical device that owns the memory.
- **memory** is the VkDeviceMemory object to be mapped.
- **offset** is a 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.

Calling `vkMapMemory` is equivalent to calling `vkMapMemory2KHR` with an empty `pNext` chain.

### 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`

- VUID-vkMapMemory-memory-00683
  
  *memory** must** not have been allocated with multiple instances

### 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

- VUID-vkMapMemory-ppData-parameter
  
  *ppData** must** be a valid pointer to a pointer value

- VUID-vkMapMemory-memory-parent
  
  *memory** must** have been created, allocated, or retrieved from *device*
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.

Alternatively, to retrieve a host virtual address pointer to a region of a mappable memory object, call:

// Provided by VK_KHR_map_memory2

VkResult vkMapMemory2KHR(
    VkDevice device,
    const VkMemoryMapInfoKHR* pMemoryMapInfo,
    void** ppData);

- device is the logical device that owns the memory.
- pMemoryMapInfo is a pointer to a VkMemoryMapInfoKHR structure describing parameters of the map.
- ppData is a pointer to a void * variable in which is returned a host-accessible pointer to the beginning of the mapped range. This pointer minus VkMemoryMapInfoKHR::offset must be aligned to at least VkPhysicalDeviceLimits::minMemoryMapAlignment.

This function behaves identically to vkMapMemory except that it gets its parameters via an extensible structure pointer rather than directly as function arguments.

Valid Usage (Implicit)

- VUID-vkMapMemory2KHR-device-parameter
device must be a valid VkDevice handle
pMemoryMapInfo must be a valid pointer to a valid VkMemoryMapInfoKHR structure

ppData must be a valid pointer to a pointer value

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_MEMORY_MAP_FAILED

The VkMemoryMapInfoKHR structure is defined as:

```c
// Provided by VK_KHR_map_memory2
typedef struct VkMemoryMapInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkMemoryMapFlags flags;
    VkDeviceMemory memory;
    VkDeviceSize offset;
    VkDeviceSize size;
} VkMemoryMapInfoKHR;
```

- `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 VkMemoryMapFlagBits specifying additional parameters of the memory map operation.
- `memory` is the VkDeviceMemory object to be mapped.
- `offset` is a 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.

Valid Usage

- VUID-VkMemoryMapInfoKHR-memory-07958
  memory must not be currently host mapped

- VUID-VkMemoryMapInfoKHR-offset-07959
  offset must be less than the size of memory
Valid Usage (Implicit)

- VUID-VkMemoryMapInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_MEMORY_MAP_INFO_KHR

- VUID-VkMemoryMapInfoKHR-pNext-pNext
  pNext must be NULL

- VUID-VkMemoryMapInfoKHR-flags-zerobitmask
  flags must be 0

- VUID-VkMemoryMapInfoKHR-memory-parameter
  memory must be a valid VkDeviceMemory handle

Host Synchronization

- Host access to memory must be externally synchronized

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.

After a successful call to vkMapMemory or vkMapMemory2KHR the memory object memory is considered to be currently host mapped.

To flush ranges of non-coherent memory from the host caches, call:
// 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).

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
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.

**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-offset-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
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 unmap 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,  // device is the logical device that owns the memory.
    VkDeviceMemory memory);  // memory is the memory object to be unmapped.
```

Calling `vkUnmapMemory` is equivalent to calling `vkUnmapMemory2KHR` with an empty `pNext` chain and the flags parameter set to zero.

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

Alternatively, to unmap a memory object once host access to it is no longer needed by the application, call:

```c
// Provided by VK_KHR_map_memory2
VkResult vkUnmapMemory2KHR(
    VkDevice device,
    const VkMemoryUnmapInfoKHR* pMemoryUnmapInfo);
```

- `device` is the logical device that owns the memory.
- `pMemoryUnmapInfo` is a pointer to a `VkMemoryUnmapInfoKHR` structure describing parameters of the unmap.

This function behaves identically to `vkUnmapMemory` except that it gets its parameters via an extensible structure pointer rather than directly as function arguments.

Valid Usage (Implicit)

- VUID-vkUnmapMemory2KHR-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkUnmapMemory2KHR-pMemoryUnmapInfo-parameter
  `pMemoryUnmapInfo` must be a valid pointer to a valid `VkMemoryUnmapInfoKHR` structure

Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_MEMORY_MAP_FAILED

The `VkMemoryUnmapInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_map_memory2
typedef struct VkMemoryUnmapInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkMemoryUnmapFlagsKHR flags;
    VkDeviceMemory memory;
} VkMemoryUnmapInfoKHR;
```
• **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 **VkMemoryUnmapFlagBitsKHR** specifying additional parameters of the memory map operation.

• **memory** is the **VkDeviceMemory** object to be unmapped.

### Valid Usage

- VUID-VkMemoryUnmapInfoKHR-memory-07964
  - **memory** must be currently host mapped

### Valid Usage (Implicit)

- VUID-VkMemoryUnmapInfoKHR-sType-sType
  - **sType** must be **VK_STRUCTURE_TYPE_MEMORY_UNMAP_INFO_KHR**

- VUID-VkMemoryUnmapInfoKHR-pNext-pNext
  - **pNext** must be **NULL**

- VUID-VkMemoryUnmapInfoKHR-flags-zerobitmask
  - **flags** must be **0**

- VUID-VkMemoryUnmapInfoKHR-memory-parameter
  - **memory** must be a valid **VkDeviceMemory** handle

### Host Synchronization

- Host access to **memory** must be externally synchronized

// Provided by VK_KHR_map_memory2

typedef VkFlags VkMemoryUnmapFlagsKHR;

**VkMemoryUnmapFlagsKHR** is a bitmask type for setting a mask of zero or more **VkMemoryUnmapFlagBitsKHR**.

### 11.2.10. 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**.

714
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,
    VkDeviceMemory memory,
    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`
11.2.11. 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.

### 11.2.12. 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
// Provided by VK_VERSION_1_1
void vkGetDeviceGroupPeerMemoryFeatures(
    VkDevice device,
    uint32_t heapIndex,
    uint32_t localDeviceIndex,
    uint32_t remoteDeviceIndex,
    VkPeerMemoryFeatureFlags* pPeerMemoryFeatures);
```

or the equivalent command

```c
// Provided by VK_KHR_device_group
void vkGetDeviceGroupPeerMemoryFeaturesKHR(
    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:

```c
// Provided by VK_VERSION_1_1
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,

    // Provided by VK_KHR_device_group
    VK_PEER_MEMORY_FEATURE_COPY_SRC_BIT_KHR = VK_PEER_MEMORY_FEATURE_COPY_SRC_BIT,
    VK_PEER_MEMORY_FEATURE_COPY_DST_BIT_KHR = VK_PEER_MEMORY_FEATURE_COPY_DST_BIT,
    VK_PEER_MEMORY_FEATURE_GENERIC_SRC_BIT_KHR = VK_PEER_MEMORY_FEATURE_GENERIC_SRC_BIT,
    VK_PEER_MEMORY_FEATURE_GENERIC_DST_BIT_KHR = VK_PEER_MEMORY_FEATURE_GENERIC_DST_BIT,
} VkPeerMemoryFeatureFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_device_group
typedef VkPeerMemoryFeatureFlagBits VkPeerMemoryFeatureFlagBitsKHR;
```
*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.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkPeerMemoryFeatureFlags;
```

or the equivalent

```c
// Provided by VK_KHR_device_group
typedef VkPeerMemoryFeatureFlags VkPeerMemoryFeatureFlagsKHR;
```

*VkPeerMemoryFeatureFlags* is a bitmask type for setting a mask of zero or more *VkPeerMemoryFeatureFlagBits*.

### 11.2.13. 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);
```

or the equivalent command
// Provided by VK_KHR_buffer_device_address
uint64_t vkGetDeviceMemoryOpaqueCaptureAddressKHR(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.

**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-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:
typedef struct VkDeviceMemoryOpaqueCaptureAddressInfo {
    VkStructureType sType;
    const void* pNext;
    VkDeviceMemory memory;
} VkDeviceMemoryOpaqueCaptureAddressInfo;

or the equivalent

typedef VkDeviceMemoryOpaqueCaptureAddressInfo VkDeviceMemoryOpaqueCaptureAddressInfoKHR;

- **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.

**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.

Other resource types, such as acceleration structures and micromaps use buffers as the backing store for opaque data structures.

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:

```
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkBuffer)
```

To create buffers, call:

```
// 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.

Valid Usage

- VUID-vkCreateBuffer-flags-00911
  If the flags member of pCreateInfo includes VK_BUFFER_CREATE_SPARSE_BINDING_BIT, creating this VkBuffer must not cause the total required sparse memory for all currently valid sparse resources on the device to exceed VkPhysicalDeviceLimits::sparseAddressSpaceSize
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-parameter
If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure
- 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
- VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

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`.

If a `VkBufferUsageFlags2CreateInfoKHR` structure is present in the `pNext` chain, `VkBufferUsageFlags2CreateInfoKHR::usage` from that structure is used instead of `usage` from this structure.

### Valid Usage

<table>
<thead>
<tr>
<th>VUID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VkBufferCreateInfo-None-009499</td>
<td>If the <code>pNext</code> chain does not include a <code>VkBufferUsageFlags2CreateInfoKHR</code> structure, <code>usage</code> must be a valid combination of <code>VkBufferUsageFlagBits</code> values</td>
</tr>
<tr>
<td>VkBufferCreateInfo-None-009500</td>
<td>If the <code>pNext</code> chain does not include a <code>VkBufferUsageFlags2CreateInfoKHR</code> structure, <code>usage</code> must not be 0</td>
</tr>
<tr>
<td>VkBufferCreateInfo-size-00912</td>
<td><code>size</code> must be greater than 0</td>
</tr>
<tr>
<td>VkBufferCreateInfo-sharingMode-00913</td>
<td>If <code>sharingMode</code> is <code>VK_SHARING_MODE_CONCURRENT</code>, <code>pQueueFamilyIndices</code> must be a valid pointer to an array of <code>queueFamilyIndexCount uint32_t</code> values</td>
</tr>
<tr>
<td>VkBufferCreateInfo-sharingMode-00914</td>
<td>If <code>sharingMode</code> is <code>VK_SHARING_MODE_CONCURRENT</code>, <code>queueFamilyIndexCount</code> must be greater than 1</td>
</tr>
<tr>
<td>VkBufferCreateInfo-sharingMode-01419</td>
<td>If <code>sharingMode</code> is <code>VK_SHARING_MODE_CONCURRENT</code>, each element of <code>pQueueFamilyIndices</code> must be unique and must be less than <code>pQueueFamilyPropertyCount</code> returned by either <code>vkGetPhysicalDeviceQueueFamilyProperties2</code> or <code>vkGetPhysicalDeviceQueueFamilyProperties</code> for the <code>physicalDevice</code> that was used to create <code>device</code></td>
</tr>
<tr>
<td>VkBufferCreateInfo-flags-00915</td>
<td>If the <code>sparseBinding</code> feature is not enabled, <code>flags</code> must not contain <code>VK_BUFFER_CREATE_SPARSE_BINDING_BIT</code></td>
</tr>
<tr>
<td>VkBufferCreateInfo-flags-00916</td>
<td>If the <code>sparseResidencyBuffer</code> feature is not enabled, <code>flags</code> must not contain <code>VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT</code></td>
</tr>
<tr>
<td>VkBufferCreateInfo-flags-00917</td>
<td>If the <code>sparseResidencyAliased</code> feature is not enabled, <code>flags</code> must not contain <code>VK_BUFFER_CREATE_SPARSE_ALIASED_BIT</code></td>
</tr>
<tr>
<td>VkBufferCreateInfo-flags-00918</td>
<td>If <code>flags</code> contains <code>VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT</code> or <code>VK_BUFFER_CREATE_SPARSE_ALIASED_BIT</code>, it must also contain <code>VK_BUFFER_CREATE_SPARSE_BINDING_BIT</code></td>
</tr>
</tbody>
</table>
VK_BUFFER_CREATE_SPARSE_BINDING_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-None-01888**
  If any of the bits `VK_BUFFER_CREATE_SPARSE_BINDING_BIT`, `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT`, or `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT` are set, `VK_BUFFER_CREATE_PROTECTED_BIT` **must** not also be set

- **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-usage-04813**
  If `usage` includes `VK_BUFFER_USAGE_VIDEO_DECODE_SRC_BIT_KHR` or `VK_BUFFER_USAGE_VIDEO_DECODE_DST_BIT_KHR`, and `flags` does not include `VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR`, then the `pNext` chain **must** include a `VkVideoProfileListInfoKHR` structure with `profileCount` greater than 0 and `pProfiles` including at least one `VkVideoProfileInfoKHR` structure with a `videoCodecOperation` member specifying a decode operation

- **VUID-VkBufferCreateInfo-usage-04814**
  If `usage` includes `VK_BUFFER_USAGE_VIDEO_ENCODE_SRC_BIT_KHR` or `VK_BUFFER_USAGE_VIDEO_ENCODE_DST_BIT_KHR`, and `flags` does not include `VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR`, then the `pNext` chain **must** include a `VkVideoProfileListInfoKHR` structure with `profileCount` greater than 0 and `pProfiles` including at least one `VkVideoProfileInfoKHR` structure with a `videoCodecOperation` member specifying an encode operation

- **VUID-VkBufferCreateInfo-flags-08325**
  If `flags` includes `VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR`, then `videoMaintenance1` **must** be enabled

- **VUID-VkBufferCreateInfo-size-06409**
  `size` **must** be less than or equal to `VkPhysicalDeviceMaintenance4Properties::maxBufferSize`

- **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`, `VkBufferUsageFlags2CreateInfoKHR`, `VkExternalMemoryBufferCreateInfo`, or `VkVideoProfileListInfoKHR`

- **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

The `VkBufferUsageFlags2CreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_maintenance5
typedef struct VkBufferUsageFlags2CreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBufferUsageFlags2KHR usage;
} VkBufferUsageFlags2CreateInfoKHR;
```

- `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 `VkBufferUsageFlagBits2KHR` specifying allowed usages of the buffer.

If this structure is included in the `pNext` chain of a buffer creation structure, `usage` is used instead of the corresponding `usage` value passed in that creation structure, allowing additional usage flags to be specified. If this structure is included in the `pNext` chain of a buffer query structure, the usage flags of the buffer are returned in `usage` of this structure, and the usage flags representable in `usage`
of the buffer query structure are also returned in that field.

**Valid Usage (Implicit)**

- VUID-VkBufferUsageFlags2CreateInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_BUFFER_USAGE_FLAGS_2_CREATE_INFO_KHR`

- VUID-VkBufferUsageFlags2CreateInfoKHR-usage-parameter
  `usage` must be a valid combination of `VkBufferUsageFlagBits2KHR` values

- VUID-VkBufferUsageFlags2CreateInfoKHR-usage-requiredbitmask
  `usage` must not be 0

Bits which can be set in `VkBufferUsageFlags2CreateInfoKHR::usage`, specifying usage behavior of a buffer, are:

```c
// Provided by VK_KHR_maintenance5
// Flag bits for VkBufferUsageFlagBits2KHR
typedef VkFlags64 VkBufferUsageFlagBits2KHR;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_TRANSFER_SRC_BIT_KHR = 0x00000001ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_TRANSFER_DST_BIT_KHR = 0x00000002ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_UNIFORM_TEXEL_BUFFER_BIT_KHR = 0x00000004ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_STORAGE_TEXEL_BUFFER_BIT_KHR = 0x00000008ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_UNIFORM_BUFFER_BIT_KHR = 0x00000010ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_STORAGE_BUFFER_BIT_KHR = 0x00000020ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_INDEX_BUFFER_BIT_KHR = 0x00000040ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_VERTEX_BUFFER_BIT_KHR = 0x00000080ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_INDIRECT_BUFFER_BIT_KHR = 0x00000100ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_CONDITIONAL_RENDERING_BIT_EXT = 0x00000200ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_SHADER_BINDING_TABLE_BIT_KHR = 0x00000400ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_RAY_TRACING_BIT_NV = 0x00000400ULL;
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_TRANSFORM_FEEDBACK_BUFFER_BIT_EXT = 0x00000800ULL;
```

// Provided by VK_KHR_maintenance5 with VK_NV_ray_tracing
```c
static const VkBufferUsageFlagBits2KHR VK_BUFFER_USAGE_2_RAY_TRACING_BIT_NV = 0x00000400ULL;
// Provided by VK_KHR_maintenance5 with VK_EXT_transform_feedback
```
• **VK_BUFFER_USAGE_2_TRANSFER_SRC_BIT_KHR** 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_2_TRANSFER_DST_BIT_KHR** specifies that the buffer can be used as the destination of a transfer command.

• **VK_BUFFER_USAGE_2_UNIFORM_TEXEL_BUFFER_BIT_KHR** 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_2_STORAGE_TEXEL_BUFFER_BIT_KHR** specifies that the buffer can be used to create a
VkBufferView suitable for occupying a VkDescriptorSet slot of type VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER.

- **VK_BUFFER_USAGE_2_UNIFORM_BUFFER_BIT_KHR** 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_2_STORAGE_BUFFER_BIT_KHR** 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_2_INDEX_BUFFER_BIT_KHR** specifies that the buffer is suitable for passing as the buffer parameter to vkCmdBindIndexBuffer2KHR and vkCmdBindIndexBuffer.

- **VK_BUFFER_USAGE_2_VERTEX_BUFFER_BIT_KHR** specifies that the buffer is suitable for passing as an element of the pBuffers array to vkCmdBindVertexBuffer.

- **VK_BUFFER_USAGE_2_INDIRECT_BUFFER_BIT_KHR** specifies that the buffer is suitable for passing as the buffer parameter to vkCmdDrawIndirect, vkCmdDrawIndexedIndirect, or vkCmdDispatchIndirect.

- **VK_BUFFER_USAGE_2_TRANSFORM_FEEDBACK_BUFFER_BIT_EXT** specifies that the buffer is suitable for using for binding as a transform feedback buffer with vkCmdBindTransformFeedbackBuffersEXT.

- **VK_BUFFER_USAGE_2_TRANSFORM_FEEDBACK_COUNTER_BUFFER_BIT_EXT** specifies that the buffer is suitable for using as a counter buffer with vkCmdBeginTransformFeedbackEXT and vkCmdEndTransformFeedbackEXT.

- **VK_BUFFER_USAGE_2_SHADER_BINDING_TABLE_BIT_KHR** specifies that the buffer is suitable for use as a Shader Binding Table.

- **VK_BUFFER_USAGE_2_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR** specifies that the buffer is suitable for use as a read-only input to an acceleration structure build.

- **VK_BUFFER_USAGE_2_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR** specifies that the buffer is suitable for storage space for a VkAccelerationStructureKHR.

- **VK_BUFFER_USAGE_2_SHADER_DEVICE_ADDRESS_BIT_KHR** 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.

- **VK_BUFFER_USAGE_2_VIDEO_DECODE_SRC_BIT_KHR** specifies that the buffer can be used as the source video bitstream buffer in a video decode operation.

- **VK_BUFFER_USAGE_2_VIDEO_DECODE_DST_BIT_KHR** is reserved for future use.

- **VK_BUFFER_USAGE_2_VIDEO_ENCODE_DST_BIT_KHR** specifies that the buffer can be used as the destination video bitstream buffer in a video encode operation.

- **VK_BUFFER_USAGE_2_VIDEO_ENCODE_SRC_BIT_KHR** is reserved for future use.

// Provided by VK_KHR_maintenance5
typedef VkFlags64 VkBufferUsageFlags2KHR;

VkBufferUsageFlags2KHR is a bitmask type for setting a mask of zero or more
VkBufferUsageFlagBits2KHR.

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,
    // Provided by VK_KHR_video_decode_queue
    VK_BUFFER_USAGE_VIDEO_DECODE_SRC_BIT_KHR = 0x00002000,
    VK_BUFFER_USAGE_VIDEO_DECODE_DST_BIT_KHR = 0x00004000,
    // Provided by VK_KHR_acceleration_structure
    VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR = 0x00080000,
    VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR = 0x00100000,
    // Provided by VK_KHR_ray_tracing_pipeline
    VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR = 0x00000400,
    // Provided by VK_KHR_video_encode_queue
    VK_BUFFER_USAGE_VIDEO_ENCODE_DST_BIT_KHR = 0x00008000,
    VK_BUFFER_USAGE_VIDEO_ENCODE_SRC_BIT_KHR = 0x00010000,
    // Provided by VK_EXT_opacity_micromap
    VK_BUFFER_USAGE_MICROMAP_BUILD_INPUT_READ_ONLY_BIT_EXT = 0x00800000,
    VK_BUFFER_USAGE_MICROMAP_STORAGE_BIT_EXT = 0x01000000,
    // Provided by VK_KHR_buffer_device_address
    VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT_KHR = VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT,
} 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_STORAGE_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_INDEX_BUFFER_BIT specifies that the buffer is suitable for passing as the buffer parameter to vkCmdBindIndexBuffer2KHR and vkCmdBindIndexBuffer.

• VK_BUFFER_USAGE_VERTEX_BUFFER_BIT specifies that the buffer is suitable for passing as an element of the pBuffers array to vkCmdBindVertexBuffer.

• VK_BUFFER_USAGEiscard INDIRECT_BUFFER_BIT specifies that the buffer is suitable for passing as the buffer parameter to vkCmdDrawIndirect, vkCmdDrawIndexedIndirect, or vkCmdDispatchIndirect.

• VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_BUFFER_BIT_EXT specifies that the buffer is suitable for using for binding as a transform feedback buffer with vkCmdBindTransformFeedbackBuffersEXT.

• VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_COUNTER_BUFFER_BIT_EXT specifies that the buffer is suitable for using as a counter buffer with vkCmdBeginTransformFeedbackEXT and vkCmdEndTransformFeedbackEXT.

• VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR specifies that the buffer is suitable for use as a Shader Binding Table.

• VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR specifies that the buffer is suitable for use as a read-only input to an acceleration structure build.

• VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR specifies that the buffer is suitable for storage space for a VkAccelerationStructureKHR.

• 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.

• VK_BUFFER_USAGE_VIDEO_DECODE_SRC_BIT_KHR specifies that the buffer can be used as the source video bitstream buffer in a video decode operation.

• VK_BUFFER_USAGE_VIDEO_DECODE_DST_BIT_KHR is reserved for future use.

• VK_BUFFER_USAGE_VIDEO_ENCODE_DST_BIT_KHR specifies that the buffer can be used as the destination video bitstream buffer in a video encode operation.

• VK_BUFFER_USAGE_VIDEO_ENCODE_SRC_BIT_KHR is reserved for future use.
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:

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,
    // Provided by VK_KHR_video_maintenance
    VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR = 0x00000040,
    // Provided by VK_KHR_buffer_device_address
    VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR = VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT,
} VkBufferCreateFlagBits;

- **VK_BUFFER_CREATE_SPARSE_BINDING_BIT** specifies that the buffer will be backed using sparse memory binding.
- **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.
- **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.
- **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.
- **VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR** specifies that the buffer can be used in video coding operations without having to specify at buffer creation time the set of video profiles the buffer will be used with.

See Sparse Resource Features and Physical Device Features for details of the sparse memory features supported on a device.
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:

// Provided by VK_VERSION_1_1
typedef struct VkExternalMemoryBufferCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlags handleTypes;
} VkExternalMemoryBufferCreateInfo;

or the equivalent

// Provided by VK_KHR_external_memory
typedef VkExternalMemoryBufferCreateInfo VkExternalMemoryBufferCreateInfoKHR;

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
- VUID-VkExternalMemoryBufferCreateInfo-handleTypes-parameter
  handleTypes must be a valid combination of VkExternalMemoryHandleTypeFlagBits values

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:
typedef struct VkBufferOpaqueCaptureAddressCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint64_t opaqueCaptureAddress;
} VkBufferOpaqueCaptureAddressCreateInfo;

or the equivalent

// Provided by VK_KHR_buffer_device_address
typedef VkBufferOpaqueCaptureAddressCreateInfo VkBufferOpaqueCaptureAddressCreateInfoKHR;

- **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.

**Valid Usage (Implicit)**

- **VUID-VkBufferOpaqueCaptureAddressCreateInfo-sType-sType**
  - **sType** must be VK_STRUCTURE_TYPE_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO
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

- **VUID-vkDestroyBuffer-buffer-00923**
  If **VkAllocationCallbacks** were provided when **buffer** was created, a compatible set of callbacks **must** be provided here

- **VUID-vkDestroyBuffer-buffer-00924**
  If no **VkAllocationCallbacks** were provided when **buffer** was created, **pAllocator** **must** be **NULL**

### 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-parameter**
  If **pAllocator** is not **NULL**, **pAllocator** **must** be a valid pointer to a valid **VkAllocationCallbacks** structure

- **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.

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-parameter
  If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid VkAllocationCallbacks structure
- 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 can be defined by including the `VkBufferUsageFlags2CreateInfoKHR` structure in the `pNext` chain, and specifying the `usage` value there. If this structure is not included, it 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 
  \((\lceil \text{range} / (\text{texel block size}) \rceil \times (\text{texels per block}))\)
  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 
  \((\lceil (\text{size} - \text{offset}) / (\text{texel block size}) \rceil \times (\text{texels per block}))\)
  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 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

- VUID-VkBufferViewCreateInfo-pNext-08780
  If the pNext chain includes a VkBufferUsageFlags2CreateInfoKHR, its usage must not contain any other bit than VK_BUFFER_USAGE_2_UNIFORM_TEXEL_BUFFER_BIT_KHR or VK_BUFFER_USAGE_2_STORAGE_TEXEL_BUFFER_BIT_KHR

- VUID-VkBufferViewCreateInfo-pNext-08781
  If the pNext chain includes a VkBufferUsageFlags2CreateInfoKHR, its usage must be a subset of the VkBufferCreateInfo::usage specified or VkBufferUsageFlags2CreateInfoKHR::usage from VkBufferCreateInfo::pNext when creating buffer

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 or a pointer to a valid instance of VkBufferUsageFlags2CreateInfoKHR

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

- VUID-VkBufferViewCreateInfo-flags-zero bitmask
  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

// 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:

// 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

- **VUID-vkDestroyBufferView-bufferView-00937**
  If **VkAllocationCallbacks** were provided when **bufferView** was created, a compatible set of callbacks must be provided here

- **VUID-vkDestroyBufferView-bufferView-00938**
  If no **VkAllocationCallbacks** were provided when **bufferView** was created, **pAllocator** must be **NULL**

### 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-parameter**
  If **pAllocator** is not **NULL**, **pAllocator** must be a valid pointer to a valid **VkAllocationCallbacks** structure

- **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.

- If Vulkan 1.3 is supported or the **VK_KHR_format_feature_flags2** extension is supported, then the buffer view's set of **format features** is the value of **VkFormatProperties3::bufferFeatures** found by calling **vkGetPhysicalDeviceFormatProperties2** 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:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkImage)
```

To create images, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateImage(
    VkDevice device, const VkImageCreateInfo* pCreateInfo, const VkAllocationCallbacks* pAllocator, VkImage* pImage);
```

- **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.

**Valid Usage**

- VUID-vkCreateImage-flags-00939
  If the flags member of pCreateInfo includes VK_IMAGE_CREATE_SPARSE_BINDING_BIT, creating this VkImage must not cause the total required sparse memory for all currently valid sparse resources on the device to exceed VkPhysicalDeviceLimits::sparseAddressSpaceSize.

**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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure
- 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
• VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

The VkImageCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct 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 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.
If the implementation reports \texttt{VK_TRUE} in \texttt{VkPhysicalDeviceHostImageCopyPropertiesEXT::identicalMemoryTypeRequirements}, usage of \texttt{VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT} must not affect the memory type requirements of the image as described in \texttt{Sparse Resource Memory Requirements} and \texttt{Resource Memory Association}.

\textit{Note}

For images created without \texttt{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 \texttt{VK_IMAGE_CREATE_EXTENDED_USAGE_BIT} a usage bit is valid if it is supported for at least one of the formats a \texttt{VkImageView} created from the image can have (see \texttt{Image Views} for more detail).

\textbf{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, \texttt{VkImageCreateInfo::arrayLayers} is limited by \texttt{imageCreateMaxArrayLayers}, defined below; and \texttt{VkImageCreateInfo::samples} is limited by \texttt{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 \texttt{VkImageCreateInfo}.

- Let \texttt{VkBool32 imageCreateMaybeLinear} indicate if the resultant image may be linear. (The definition below is trivial because certain extensions are disabled in this build of the specification).
  - If \texttt{tiling is VK_IMAGE_TILING_LINEAR}, then \texttt{imageCreateMaybeLinear} is \texttt{VK_TRUE}.
  - If \texttt{tiling is VK_IMAGE_TILING_OPTIMAL}, then \texttt{imageCreateMaybeLinear} is \texttt{VK_FALSE}.

- Let \texttt{VkFormatFeatureFlags imageCreateFormatFeatures} be the set of valid format features available during image creation.
  - If \texttt{tiling is VK_IMAGE_TILING_LINEAR}, then \texttt{imageCreateFormatFeatures} is the value of \texttt{VkFormatProperties::linearTilingFeatures} found by calling \texttt{vkGetPhysicalDeviceFormatProperties} with parameter \texttt{format} equal to \texttt{VkImageCreateInfo::format}.
  - If \texttt{tiling is VK_IMAGE_TILING_OPTIMAL}, then \texttt{imageCreateFormatFeatures} is the value of \texttt{VkFormatProperties::optimalTilingFeatures} found by calling \texttt{vkGetPhysicalDeviceFormatProperties} with parameter \texttt{format} equal to \texttt{VkImageCreateInfo::format}.

- Let \texttt{VkImageFormatProperties2 imageCreateImageFormatPropertiesList[]} be the list of structures obtained by calling \texttt{vkGetPhysicalDeviceImageFormatProperties2}, possibly multiple times, as follows:
  - The parameters \texttt{VkPhysicalDeviceImageFormatInfo2::format, imageType, tiling, usage, and flags} must be equal to those in \texttt{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 `VkImageCreateInfo::pNext` contains a `VkVideoProfileListInfoKHR` structure then `VkPhysicalDeviceImageFormatInfo2::pNext` must also contain the same `VkVideoProfileListInfoKHR` structure on each call.

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.

Let `VkVideoFormatPropertiesKHR videoFormatProperties[]` be defined as follows.

- If `VkImageCreateInfo::pNext` contains a `VkVideoProfileListInfoKHR` structure, then `videoFormatProperties` is the list of structures obtained by calling `vkGetPhysicalDeviceVideoFormatPropertiesKHR` with `VkPhysicalDeviceVideoFormatInfoKHR::imageUsage` equal to the `usage` member of `VkImageCreateInfo` and `VkPhysicalDeviceVideoFormatInfoKHR::pNext` containing the same `VkVideoProfileListInfoKHR` structure chained to `VkImageCreateInfo`.
- If `VkImageCreateInfo::pNext` contains no `VkVideoProfileListInfoKHR` structure, then `videoFormatProperties` is an empty list.

Let `VkBool32 supportedVideoFormat` indicate if the image parameters are supported by the specified video profiles.

`supportedVideoFormat` is `VK_TRUE` if there exists an element in the `videoFormatProperties` list for which all of the following conditions are true:

- `VkImageCreateInfo::format` equals `VkVideoFormatPropertiesKHR::format`. 
- VkImageCreateInfo::flags only contains bits also set in VkVideoFormatPropertiesKHR::imageCreateFlags.
- VkImageCreateInfo::imageType equals VkVideoFormatPropertiesKHR::imageType.
- VkImageCreateInfo::tiling equals VkVideoFormatPropertiesKHR::imageTiling.
- VkImageCreateInfo::usage only contains bits also set in VkVideoFormatPropertiesKHR::imageUsageFlags, or VkImageCreateInfo::flags includes VK_IMAGE_CREATE_EXTENDED_USAGE_BIT.

° Otherwise supportedVideoFormat is VK_FALSE.

### 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
If `flags` contains `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`, `extent.width` and `extent.height` must be equal.

If `flags` contains `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`, `arrayLayers` must be greater than or equal to 6.

If `flags` contains `VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT`, `imageType` must be `VK_IMAGE_TYPE_3D`.

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`.

`extent.width` must be less than or equal to `imageCreateMaxExtent.width` (as defined in Image Creation Limits).

`extent.height` must be less than or equal to `imageCreateMaxExtent.height` (as defined in Image Creation Limits).

`extent.depth` must be less than or equal to `imageCreateMaxExtent.depth` (as defined in Image Creation Limits).

If `imageType` is `VK_IMAGE_TYPE_1D`, both `extent.height` and `extent.depth` must be 1.

If `imageType` is `VK_IMAGE_TYPE_2D`, `extent.depth` must be 1.

`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_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.height` must be less than or equal to `VkPhysicalDeviceLimits::maxFramebufferHeight`.

If `usage` includes `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT`, `usage` must also contain at least one of `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT`, `VK_IMAGE_USAGE_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`.

If the `sparseBinding` feature is not enabled, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`.

If the `sparseResidencyAliased` feature is not enabled, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT`.

If `tiling` is `VK_IMAGE_TILING_LINEAR`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If `imageType` is `VK_IMAGE_TYPE_1D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If the `sparseResidencyImage2D` feature is not enabled, and `imageType` is `VK_IMAGE_TYPE_2D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If the `sparseResidencyImage3D` feature is not enabled, and `imageType` is `VK_IMAGE_TYPE_3D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If the `sparseResidencyImage3D` feature is not enabled, and `imageType` is `VK_IMAGE_TYPE_3D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If the `sparseResidencyImage3D` feature is not enabled, and `imageType` is `VK_IMAGE_TYPE_3D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If the `sparseResidencyImage3D` feature is not enabled, and `imageType` is `VK_IMAGE_TYPE_3D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

If the `sparseResidencyImage3D` feature is not enabled, and `imageType` is `VK_IMAGE_TYPE_3D`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
If the `sparseResidency2Samples` feature is not enabled, `imageType` is `VK_IMAGE_TYPE_2D`, and `samples` is `VK_SAMPLE_COUNT_2_BIT`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

- **VUID-VkImageCreateInfo-imageType-00974**
  If the `sparseResidency4Samples` feature is not enabled, `imageType` is `VK_IMAGE_TYPE_2D`, and `samples` is `VK_SAMPLE_COUNT_4_BIT`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

- **VUID-VkImageCreateInfo-imageType-00975**
  If the `sparseResidency8Samples` feature is not enabled, `imageType` is `VK_IMAGE_TYPE_2D`, and `samples` is `VK_SAMPLE_COUNT_8_BIT`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

- **VUID-VkImageCreateInfo-imageType-00976**
  If the `sparseResidency16Samples` feature is not enabled, `imageType` is `VK_IMAGE_TYPE_2D`, and `samples` is `VK_SAMPLE_COUNT_16_BIT`, `flags` must not contain `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

- **VUID-VkImageCreateInfo-flags-00987**
  If `flags` contains `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` or `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT`, it must also contain `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`.

- **VUID-VkImageCreateInfo-None-01925**
  If any of the bits `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`, `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`, or `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT` are set, `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT` must not also be set.

- **VUID-VkImageCreateInfo-pNext-00990**
  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`.

- **VUID-VkImageCreateInfo-physicalDeviceCount-01421**
  If the logical device was created with `VkDeviceGroupDeviceCreateInfo::physicalDeviceCount` equal to 1, `flags` must not contain `VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT`.

- **VUID-VkImageCreateInfo-flags-02259**
If flags contains VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT, then mipLevels must be one, arrayLayers must be one, imageType must be VK_IMAGE_TYPE_2D, and imageCreateMaybeLinear (as defined in Image Creation Limits) must be VK_FALSE.

• VUID-VkImageCreateInfo-flags-01572
  If flags contains VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT, then format must be a compressed image format.

• VUID-VkImageCreateInfo-flags-01573
  If flags contains VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT, then flags must also contain VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT.

• VUID-VkImageCreateInfo-initialLayout-00993
  initialLayout must be VK_IMAGE_LAYOUT_UNDEFINED or VK_IMAGE_LAYOUT_PREINITIALIZED.

• VUID-VkImageCreateInfo-pNext-01443
  If the pNext chain includes a VkExternalMemoryImageCreateInfo or VkExternalMemoryImageCreateInfoNV structure whose handleTypes member is not 0, initialLayout must be VK_IMAGE_LAYOUT_UNDEFINED.

• VUID-VkImageCreateInfo-format-06410
  If the image format is one of the formats that require a sampler Y’C_bC_r conversion, mipLevels must be 1.

• VUID-VkImageCreateInfo-format-06411
  If the image format is one of the formats that require a sampler Y’C_bC_r conversion, samples must be VK_SAMPLE_COUNT_1_BIT.

• VUID-VkImageCreateInfo-format-06412
  If the image format is one of the formats that require a sampler Y’C_bC_r conversion, imageType must be VK_IMAGE_TYPE_2D.

• VUID-VkImageCreateInfo-imageCreateFormatFeatures-02260
  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.

• VUID-VkImageCreateInfo-format-01577
  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.

• VUID-VkImageCreateInfo-format-04712
  If format has a _422 or _420 suffix, extent.width must be a multiple of 2.

• VUID-VkImageCreateInfo-format-04713
  If format has a _420 suffix, extent.height must be a multiple of 2.

• VUID-VkImageCreateInfo-format-02795
  If format is a depth-stencil format, usage includes VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, and the pNext chain includes a VkImageStencilUsageCreateInfo structure, then its VkImageStencilUsageCreateInfo::stencilUsage member must also include VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT.

• VUID-VkImageCreateInfo-format-02796
  If format is a depth-stencil format, usage does not include VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, and the pNext chain includes a
**VkImageStencilUsageCreateInfo** structure, then its **stencilUsage** member must also not include VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

- VUID-VkImageCreateInfo-format-02797
  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 **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 **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-imageView2DOn3DImage-04459
  If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::imageView2DOn3DImage is VK_FALSE, flags must not contain VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT

- VUID-VkImageCreateInfo-multisampleArrayImage-04460
  If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::multisampleArrayImage is VK_FALSE, and samples is not VK_SAMPLE_COUNT_1_BIT, then arrayLayers must be 1

- 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.

- **VUID-VkImageCreateInfo-usage-04815**
  If usage includes VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR, VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR, or VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR, and flags does not include VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR, then the pNext chain must include a VkVideoProfileListInfoKHR structure with profileCount greater than 0 and pProfiles including at least one VkVideoProfileInfoKHR structure with a videoCodecOperation member specifying a decode operation.

- **VUID-VkImageCreateInfo-usage-04816**
  If usage includes VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR, VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR, or VK_IMAGE_USAGE_VIDEO.Encode_DPB_BIT_KHR, and flags does not include VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR, then the pNext chain must include a VkVideoProfileListInfoKHR structure with profileCount greater than 0 and pProfiles including at least one VkVideoProfileInfoKHR structure with a videoCodecOperation member specifying an encode operation.

- **VUID-VkImageCreateInfo-flags-08328**
  If flags includes VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR, then videoMaintenance1 must be enabled.

- **VUID-VkImageCreateInfo-flags-08329**
  If flags includes VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR and usage does not include VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR, then usage must not include VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR.

- **VUID-VkImageCreateInfo-flags-08331**
  If flags includes VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR, then usage must not include VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR.

- **VUID-VkImageCreateInfo-pNext-06811**
  If the pNext chain includes a VkVideoProfileListInfoKHR structure with profileCount greater than 0, then supportedVideoFormat must be VK_TRUE.

- **VUID-VkImageCreateInfo-imageCreateFormatFeatures-09048**
  If imageCreateFormatFeatures (as defined in Image Creation Limits) does not contain VK_FORMAT_FEATURE_2_HOST_IMAGE_TRANSFER_BIT_EXT, then usage must not contain VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT.
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 `VkExternalMemoryImageCreateInfo`, `VkImageFormatListCreateInfo`, `VkImageStencilUsageCreateInfo`, `VkImageSwapchainCreateInfoKHR`, or `VkVideoProfileListInfoKHR`

- **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-required bitmask**
  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`.

### 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`.

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;

or the equivalent

typedef VkExternalMemoryImageCreateInfo VkExternalMemoryImageCreateInfoKHR;

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

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:

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;
```

or the equivalent:

```c
// Provided by VK_KHR_image_format_list
typedef VkImageFormatListCreateInfo VkImageFormatListCreateInfoKHR;
```

- **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

Bits which can be set in

- VkImageViewUsageCreateInfo::usage
- VkImageStencilUsageCreateInfo::stencilUsage
- VkImageCreateInfo::usage

specify intended usage of an image, and are:
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_video_decode_queue
    VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR = 0x00000400,
    // Provided by VK_KHR_video_decode_queue
    VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR = 0x00000800,
    // Provided by VK_KHR_video_decode_queue
    VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR = 0x00001000,
    // Provided by VK_KHR_fragment_shading_rate
    VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00000100,
    // Provided by VK_EXT_host_image_copy
    VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT = 0x00400000,
    // Provided by VK_KHR_video_encode_queue
    VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR = 0x00002000,
    // Provided by VK_KHR_video_encode_queue
    VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR = 0x00004000,
    // Provided by VK_KHR_video_encode_queue
    VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR = 0x00008000,
    // Provided by VK_EXT_attachment_feedback_loop_layout
    VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT = 0x00080000,
} 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

- **VK_IMAGE_USAGE_VIDEO_Decode_DST_BIT_KHR** specifies that the image can be used as a decode output picture in a video decode operation.

- **VK_IMAGE_USAGE_VIDEO.Decode_SRC_BIT_KHR** is reserved for future use.

- **VK_IMAGE_USAGE_VIDEO_Encode_DPB_BIT_KHR** specifies that the image can be used as an output reconstructed picture or an input reference picture in a video encode operation.

- **VK_IMAGE_USAGE_VIDEO_Encode_SRC_BIT_KHR** is reserved for future use.

- **VK_IMAGE_USAGE_VIDEO_Encode_DPB_BIT_KHR** specifies that the image can be used as an encode input picture in a video encode operation.

- **VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** specifies that the image can be transitioned to the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT layout to be used as a color or depth/stencil attachment in a VkFramebuffer and/or as a read-only input resource in a shader (sampled image, combined image sampler or input attachment) in the same render pass.

- **VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT** specifies that the image can be used with host copy commands and host layout transitions.

```
// 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**
- **VK_IMAGE_USAGE_VIDEO_Decode_DST_BIT_KHR**
- **VK_IMAGE_USAGE_VIDEO_Decode_SRC_BIT_KHR**
- **VK_IMAGE_USAGE_VIDEO_Encode_SRC_BIT_KHR**
- **VK_IMAGE_USAGE_VIDEO_Encode_DPB_BIT_KHR**
- **VK_IMAGE_USAGE_ATTACHMENT_FEEDBACKLOOP_BIT_EXT**
- **VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT**
• VK_IMAGE_USAGE_VIDEO_DECODE_DPBIT_KHR
• VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR
• VK_IMAGE_USAGE_VIDEO_ENCODE_DPBIT_KHR

Bits which can be set in VkImageCreateInfo::flags, specifying additional parameters of an image, are:

```c
// Provided by VK_VERSION_1_0
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_KHR_video_maintenance1
  VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR = 0x00100000,
  // Provided by VK_KHR_bind_memory2 with VK_KHR_device_group
  VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR = VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT,
  // Provided by VK_KHR_maintenance1
  VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT_KHR = VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT,
  // Provided by VK_KHR_maintenance2
  VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT_KHR = VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT,
  // Provided by VK_KHR_maintenance2
  VK_IMAGE_CREATE_EXTENDED_USAGE_BIT_KHR = VK_IMAGE_CREATE_EXTENDED_USAGE_BIT,
  // Provided by VK_KHR_sampler_ycc_conversion
  VK_IMAGE_CREATE_DISJOINT_BIT_KHR = VK_IMAGE_CREATE_DISJOINT_BIT,
  // Provided by VK_KHR_bind_memory2
  VK_IMAGE_CREATE_ALIAS_BIT_KHR = VK_IMAGE_CREATE_ALIAS_BIT,
} VkImageCreateFlagBits;
```

• VK_IMAGE_CREATE_SPARSE_BINDING_BIT specifies that the image will be backed using sparse memory binding.
• **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.

• **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.

• **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.

• **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_VIDEO_PROFILE_INDEPENDENT_BIT_KHR** specifies that the image can be used in video coding operations without having to specify at image creation time the set of video profiles the image will be used with, except for images used only as DPB pictures, as long as the image is otherwise compatible with the video profile in question.
Note
This enables exchanging video picture data without additional copies or conversions when used as:

- **Decode output pictures**, indifferent of the video profile used to produce them.
- **Encode input pictures**, indifferent of the video profile used to consume them.

This includes images created with both VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR and VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR, which is necessary to use the same video picture as the reconstructed picture and decode output picture in a video decode operation on implementations supporting VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR.

However, images with only DPB usage remain tied to the video profiles the image was created with, as the data layout of such DPB-only images may be implementation- and codec-dependent.

If an application would like to share or reuse the device memory backing such images (e.g. for the purposes of temporal aliasing), then it **should** create separate image objects for each video profile and bind them to the same underlying device memory range, similar to how memory resources can be shared across separate video sessions or any other memory-backed resource.

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,
} 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).

To query the memory layout of an image subresource, call:

```c
// Provided by VK_VERSION_1_0
void vkGetImageSubresourceLayout(
    VkDevice device,       // Required
    VkImage image,         // Required
    const VkImageSubresource* pSubresource, // Required
    VkSubresourceLayout* pLayout);  // Required
```

- `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.

The image **must** be linear. The returned layout is valid for host access.

If the image’s format is a multi-planar format, then `vkGetImageSubresourceLayout` describes one plane of the image.

`vkGetImageSubresourceLayout` is invariant for the lifetime of a single image.

**Valid Usage**

- VUID-vkGetImageSubresourceLayout-image-07789
  `image` **must** have been created with `tiling` equal to `VK_IMAGE_TILING_LINEAR`

- VUID-vkGetImageSubresourceLayout-aspectMask-00997
  The `aspectMask` member of `pSubresource` **must** only have a single bit set

- VUID-vkGetImageSubresourceLayout-mipLevel-01716
  The `mipLevel` member of `pSubresource` **must** be less than the `mipLevels` specified in `image`
The `VkImageSubresource` structure is defined as:

```c
struct VkImageSubresource {
    VkImageAspectFlags aspectMask;
    uint32_t.baseArrayLayer;
    uint32_t.baseMultisampleArrayLayer;
    uint32_t.layerCount;
    uint32_t.baseMipLevel;
    uint32_t.mipLevelCount;
};
```
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-requiredbitsetmask
  aspectMask must not be 0

Information about the layout of the image subresource is returned in a VkSubresourceLayout structure:

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:

```
// (x,y,z,layer) are in texel coordinates
address(x,y,z,layer) = layer*arrayPitch + z*depthPitch + y*rowPitch + x*elementSize + 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.

```
// (x,y,z,layer) are in compressed texel block coordinates
address(x,y,z,layer) = layer*arrayPitch + z*depthPitch + y*rowPitch + x*compressedTexelBlockByteSize + 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, then the `aspectMask` member of `VkImageSubresource` must be `VK_IMAGE_ASPECT_COLOR_BIT`.

If the image has a depth/stencil format, 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, 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.

To query the memory layout of an image subresource, call:

```
// Provided by VK_KHR_maintenance5
void vkGetImageSubresourceLayout2KHR(
    VkDevice device,
    VkImage image,
    const VkImageSubresource2KHR* pSubresource,
    VkSubresourceLayout2KHR* pLayout);
```

or the equivalent command
void vkGetImageSubresourceLayout2EXT(
    VkDevice device,
    VkImage image,
    const VkImageSubresource2KHR* pSubresource,
    VkSubresourceLayout2KHR* 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 `VkImageSubresource2KHR` structure selecting a specific image for the image subresource.
- **pLayout** is a pointer to a `VkSubresourceLayout2KHR` structure in which the layout is returned.

`vkGetImageSubresourceLayout2KHR` behaves similarly to `vkGetImageSubresourceLayout`, with the ability to specify extended inputs via chained input structures, and to return extended information via chained output structures.

It is legal to call `vkGetImageSubresourceLayout2KHR` with an image created with `tiling` equal to `VK_IMAGE_TILING_OPTIMAL`, but the members of `VkSubresourceLayout2KHR::subresourceLayout` will have undefined values in this case.

**Note**

Structures chained from `VkImageSubresource2KHR::pNext` will also be updated when `tiling` is equal to `VK_IMAGE_TILING_OPTIMAL`.

### Valid Usage

- **VUID-vkGetImageSubresourceLayout2KHR-aspectMask-00997**
  The `aspectMask` member of `pSubresource` **must** only have a single bit set

- **VUID-vkGetImageSubresourceLayout2KHR-mipLevel-01716**
  The `mipLevel` member of `pSubresource` **must** be less than the `mipLevels` specified in `image`

- **VUID-vkGetImageSubresourceLayout2KHR-arrayLayer-01717**
  The `arrayLayer` member of `pSubresource` **must** be less than the `arrayLayers` specified in `image`

- **VUID-vkGetImageSubresourceLayout2KHR-format-08886**
  If `format` of the `image` is a color format that is not a multi-planar image format, and `tiling` of the `image` is `VK_IMAGE_TILING_LINEAR` or `VK_IMAGE_TILING_OPTIMAL`, the `aspectMask` member of `pSubresource` **must** be `VK_IMAGE_ASPECT_COLOR_BIT`

- **VUID-vkGetImageSubresourceLayout2KHR-format-04462**
  If `format` of the `image` has a depth component, the `aspectMask` member of `pSubresource` **must** contain `VK_IMAGE_ASPECT_DEPTH_BIT`

- **VUID-vkGetImageSubresourceLayout2KHR-format-04463**
  If `format` of the `image` has a stencil component, the `aspectMask` member of `pSubresource` **must** contain `VK_IMAGE_ASPECT_STENCIL_BIT`
must contain `VK_IMAGE_ASPECT_STENCIL_BIT`

- **VUID-vkGetImageSubresourceLayout2KHR-format-04464**
  If `format` of the image does not contain a stencil or depth component, the `aspectMask` member of `pSubresource` must not contain `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`

- **VUID-vkGetImageSubresourceLayout2KHR-tiling-08717**
  If the tiling of the image is `VK_IMAGE_TILING_LINEAR` and has a multi-planar image format, then the `aspectMask` member of `pSubresource` must be a single valid multi-planar aspect mask bit

---

**Valid Usage (Implicit)**

- **VUID-vkGetImageSubresourceLayout2KHR-device-parameter**
  `device` must be a valid `VkDevice` handle

- **VUID-vkGetImageSubresourceLayout2KHR-image-parameter**
  `image` must be a valid `VkImage` handle

- **VUID-vkGetImageSubresourceLayout2KHR-pSubresource-parameter**
  `pSubresource` must be a valid pointer to a valid `VkImageSubresource2KHR` structure

- **VUID-vkGetImageSubresourceLayout2KHR-pLayout-parameter**
  `pLayout` must be a valid pointer to a `VkSubresourceLayout2KHR` structure

- **VUID-vkGetImageSubresourceLayout2KHR-image-parent**
  `image` must have been created, allocated, or retrieved from `device`

The `VkImageSubresource2KHR` structure is defined as:

```c
// Provided by VK_KHR_maintenance5
typedef struct VkImageSubresource2KHR {
    VkStructureType sType;
    void* pNext;
    VkImageSubresource imageSubresource;
} VkImageSubresource2KHR;
```

or the equivalent

```c
// Provided by VK_EXT_host_image_copy
typedef VkImageSubresource2KHR VkImageSubresource2EXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `imageSubresource` is a `VkImageSubresource` structure.
Valid Usage (Implicit)

- VUID-VkImageSubresource2KHR-sType-sType
  
sType must be VK_STRUCTURE_TYPE_IMAGE_SUBRESOURCE_2_KHR

- VUID-VkImageSubresource2KHR-pNext-pNext
  
pNext must be NULL

- VUID-VkImageSubresource2KHR-imageSubresource-parameter
  
imageSubresource must be a valid VkImageSubresource structure

Information about the layout of the image subresource is returned in a VkSubresourceLayout2KHR structure:

```c
// Provided by VK_KHR_maintenance5
typedef struct VkSubresourceLayout2KHR {
    VkStructureType sType;
    void* pNext;
    VkSubresourceLayout subresourceLayout;
} VkSubresourceLayout2KHR;
```

or the equivalent

```c
// Provided by VK_EXT_host_image_copy
typedef VkSubresourceLayout2KHR VkSubresourceLayout2EXT;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- subresourceLayout is a VkSubresourceLayout structure.

Valid Usage (Implicit)

- VUID-VkSubresourceLayout2KHR-sType-sType
  
sType must be VK_STRUCTURE_TYPE_SUBRESOURCE_LAYOUT_2_KHR

- VUID-VkSubresourceLayout2KHR-pNext-pNext
  
pNext must be NULL or a pointer to a valid instance of VkSubresourceHostMemcpySizeEXT

- VUID-VkSubresourceLayout2KHR-sType-unique
  
The sType value of each struct in the pNext chain must be unique

To query the memory size needed to copy to or from an image using vkCopyMemoryToImageEXT or vkCopyImageToMemoryEXT when the VK_HOST_IMAGE_COPY_MEMCPY_EXT flag is specified, add a VkSubresourceHostMemcpySizeEXT structure to the pNext chain of the VkSubresourceLayout2EXT structure in a call to vkGetImageSubresourceLayout2EXT.
The `VkSubresourceHostMemcpySizeEXT` structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkSubresourceHostMemcpySizeEXT {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize size;
} VkSubresourceHostMemcpySizeEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **size** is the size in bytes of the image subresource.

### Valid Usage (Implicit)

- `VUID-VkSubresourceHostMemcpySizeEXT-sType-sType`
  - `sType` must be `VK_STRUCTURE_TYPE_SUBRESOURCE_HOST_MEMCPY_SIZE_EXT`

To query the memory layout of an image subresource, without an image object, call:

```c
// Provided by VK_KHR_maintenance5
void vkGetDeviceImageSubresourceLayoutKHR(  
    VkDevice device,  
    const VkDeviceImageSubresourceInfoKHR* pInfo,  
    VkSubresourceLayout2KHR* pLayout);
```

- **device** is the logical device that owns the image.
- **pInfo** is a pointer to a `VkDeviceImageSubresourceInfoKHR` structure containing parameters required for the subresource layout query.
- **pLayout** is a pointer to a `VkSubresourceLayout2KHR` structure in which the layout is returned.

`vkGetDeviceImageSubresourceLayoutKHR` behaves similarly to `vkGetImageSubresourceLayout2KHR`, but uses a `VkImageCreateInfo` structure to specify the image rather than a `VkImage` object.

### Valid Usage (Implicit)

- `VUID-vkGetDeviceImageSubresourceLayoutKHR-device-parameter`
  - `device` must be a valid `VkDevice` handle
- `VUID-vkGetDeviceImageSubresourceLayoutKHR-pInfo-parameter`
  - `pInfo` must be a valid pointer to a valid `VkDeviceImageSubresourceInfoKHR` structure
- `VUID-vkGetDeviceImageSubresourceLayoutKHR-pLayout-parameter`
  - `pLayout` must be a valid pointer to a `VkSubresourceLayout2KHR` structure
The VkDeviceImageSubresourceInfoKHR structure is defined as:

```plaintext
// Provided by VK_KHR_maintenance5
typedef struct VkDeviceImageSubresourceInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const VkImageCreateInfo* pCreateInfo;
    const VkImageSubresource2KHR* pSubresource;
} VkDeviceImageSubresourceInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pCreateInfo` is a pointer to a `VkImageCreateInfo` structure containing parameters affecting creation of the image to query.
- `pSubresource` is a pointer to a `VkImageSubresource2KHR` structure selecting a specific image subresource for the query.

### Valid Usage

- VUID-VkDeviceImageSubresourceInfoKHR-aspectMask-00997
  The `aspectMask` member of `pSubresource` must only have a single bit set

- VUID-VkDeviceImageSubresourceInfoKHR-mipLevel-01716
  The `mipLevel` member of `pSubresource` must be less than the `mipLevels` specified in `pCreateInfo`

- VUID-VkDeviceImageSubresourceInfoKHR-arrayLayer-01717
  The `arrayLayer` member of `pSubresource` must be less than the `arrayLayers` specified in `pCreateInfo`

- VUID-VkDeviceImageSubresourceInfoKHR-format-08886
  If `format` of the image is a color format that is not a multi-planar image format, and `tiling` of the `pCreateInfo` is `VK_IMAGE_TILING_LINEAR` or `VK_IMAGE_TILING_OPTIMAL`, the `aspectMask` member of `pSubresource` must be `VK_IMAGE_ASPECT_COLOR_BIT`

- VUID-VkDeviceImageSubresourceInfoKHR-format-04462
  If `format` of the `pCreateInfo` has a depth component, the `aspectMask` member of `pSubresource` must contain `VK_IMAGE_ASPECT_DEPTH_BIT`

- VUID-VkDeviceImageSubresourceInfoKHR-format-04463
  If `format` of the `pCreateInfo` has a stencil component, the `aspectMask` member of `pSubresource` must contain `VK_IMAGE_ASPECT_STENCIL_BIT`

- VUID-VkDeviceImageSubresourceInfoKHR-format-04464
  If `format` of the `pCreateInfo` does not contain a stencil or depth component, the `aspectMask` member of `pSubresource` must not contain `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`

- VUID-VkDeviceImageSubresourceInfoKHR-tiling-08717
  If the `tiling` of the `pCreateInfo` is `VK_IMAGE_TILING_LINEAR` and has a multi-planar image
format, then the aspectMask member of pSubresource must be a single valid multi-planar aspect mask bit.

### Valid Usage (Implicit)

- VUID-VkDeviceImageSubresourceInfoKHR-sType-sType
  
sType must be VK_STRUCTURE_TYPE_DEVICE_IMAGE_SUBRESOURCE_INFO_KHR

- VUID-VkDeviceImageSubresourceInfoKHR-pNext-pNext
  
pNext must be NULL

- VUID-VkDeviceImageSubresourceInfoKHR-pCreateInfo-parameter
  
pCreateInfo must be a valid pointer to a valid VkImageCreateInfo structure

- VUID-VkDeviceImageSubresourceInfoKHR-pSubresource-parameter
  
pSubresource must be a valid pointer to a valid VkImageSubresource2KHR structure

To destroy an image, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyImage(
    VkDevice device,  // Logical device that destroys the image.
    VkImage image,  // Image to destroy.
    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-01001
  
  If VkAllocationCallbacks were provided when image was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyImage-image-01002
  
  If no VkAllocationCallbacks were provided when image was created, pAllocator must be NULL

- 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-parameter
  - If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- 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, then its set of format features is the value of VkFormatProperties::optimalTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties on the same format as VkImageCreateInfo::format.

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:

\[
\begin{align*}
\text{width}_{n+1} &= \max(\lceil \text{width}_n/2 \rceil, 1) \\
\text{height}_{n+1} &= \max(\lceil \text{height}_n/2 \rceil, 1) \\
\text{depth}_{n+1} &= \max(\lceil \text{depth}_n/2 \rceil, 1)
\end{align*}
\]
where $\text{width}_n$, $\text{height}_n$, and $\text{depth}_n$ 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:

$$\lfloor \log_2(\max(\text{width}_0, \text{height}_0, \text{depth}_0)) \rfloor + 1$$

where $\text{width}_0$, $\text{height}_0$, and $\text{depth}_0$ 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_VERSION_1_3
    VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL = 1000314000,
// Provided by VK_VERSION_1_3
    VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL = 1000314001,
// Provided by VK_KHR_swapchain
    VK_IMAGE_LAYOUT_PRESENT_SRC_KHR = 1000001002,
// Provided by VK_KHR_video_decode_queue
    VK_IMAGE_LAYOUT_VIDEO_DECODE_DST_KHR = 1000024000,
// Provided by VK_KHR_video_decode_queue
    VK_IMAGE_LAYOUT_VIDEO_DECODE_SRC_KHR = 1000024001,
// Provided by VK_KHR_video_decode_queue
    VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR = 1000024002,
// 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,
};
```
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_OPTIMAL** and **VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL**.

• **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_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_SHADER_READ_ONLY_BIT** usage bits enabled.
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.

- **VK_IMAGE_LAYOUT_VIDEO_DECODE_DST_KHR** must only be used as a decode output picture in a video decode operation. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR** usage bit enabled.

- **VK_IMAGE_LAYOUT_VIDEO_DECODE_SRC_KHR** is reserved for future use.

- **VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR** must only be used as an output reconstructed picture or an input reference picture in a video decode operation. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR** usage bit enabled.

- **VK_IMAGE_LAYOUT_VIDEO_ENCODE_DST_KHR** is reserved for future use.

- **VK_IMAGE_LAYOUT_VIDEO_ENCODE_SRC_KHR** must only be used as an encode input picture in a video encode operation. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR** usage bit enabled.

- **VK_IMAGE_LAYOUT_VIDEO_ENCODE_DPB_KHR** must only be used as an output reconstructed picture or an input reference picture in a video encode operation. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR** usage bit enabled.

- **VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT** must only be used as either a color attachment or depth/stencil attachment in a **VkFramebuffer** and/or 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_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT** usage bit enabled and either the **VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT** or **VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT** and either the **VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT** or **VK_IMAGE_USAGE_SAMPLED_BIT** usage bits enabled.

- **VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR** must only be used as either a storage image, or a color or depth/stencil attachment and an input attachment. This layout is valid only for image subresources of images created with either **VK_IMAGE_USAGE_STORAGE_BIT**, or both **VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT** and either of **VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT** or **VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT**.

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.

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:

```c
// 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.

```c
#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
// Provided by VK_VERSION_1_0
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
// Provided by VK_VERSION_1_0
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.

### Valid Usage

- VUID-vkCreateImageView-image-09179
  `VkImageViewCreateInfo::image` must have been created from `device`

### 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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure
• 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
- VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

The VkImageViewCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
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 YC_bC_r conversion.
If the image view is to be used with a sampler which supports sampler Y’C₆C₈ 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’C₆C₈ conversion.

When such an image is used in a video coding operation, the sampler Y’C₆C₈ conversion has no effect.

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’C₆C₈ 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 \((u_{plane}, v_{plane})\) unnormalized coordinates of the reduced-resolution plane, and these coordinates access the same memory locations as the \((u_{color}, v_{color})\) unnormalized coordinates of the color aspect for which chroma reconstruction operations operate on the same \((u_{plane}, v_{plane})\) or \((i_{plane}, j_{plane})\) coordinates.

**Table 11. 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>
<td>VK_IMAGE_VIEW_TYPE_1D</td>
<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-04971
  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 `VkImageCreateInfo::flags` must not contain any of `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`, `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`, and `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT`.

• 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-02277
  If `usage` contains `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`, then the image view's `format features` must contain `VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT`.

• VUID-VkImageViewCreateInfo-image-08333
  If `image` was created with `VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR` and `usage` contains `VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR`, then the image view's `format features` must contain `VK_FORMAT_FEATURE_VIDEO_DECODE_OUTPUT_BIT_KHR`.

784
If image was created with VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR and usage contains VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR, then the image view's format features must contain VK_FORMAT_FEATURE_VIDEO_DECODE_DPB_BIT_KHR.

If image was created with VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR, then usage must not include VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR.

If image was created with VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR and usage contains VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR, then the image view's format features must contain VK_FORMAT_FEATURE_VIDEO_ENCODE_INPUT_BIT_KHR.

If image was created with VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR and usage contains VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR, then the image view's format features must contain VK_FORMAT_FEATURE_VIDEO_ENCODE_DPB_BIT_KHR.

If image was created with VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR, then usage must not include VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR.

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.

subresourceRange.baseMipLevel must be less than the mipLevels specified in VkImageCreateInfo when image was created.

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.

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.

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.layerCount must be non-zero and subresourceRange.baseArrayLayer + subresourceRange.layerCount must be less than or equal to the arrayLayers specified in VkImageCreateInfo when image was created.

If usage contains VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT,
If `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.baseArrayLayer` must be less than 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-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, the `VkPhysicalDeviceMaintenance6PropertiesKHR::blockTexelViewCompatibleMultipleLayers` property is not set to `VK_TRUE`, 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 \texttt{image} was not created with the \texttt{VK\_IMAGE\_CREATE\_MUTABLE\_FORMAT\_BIT} flag, or if the \texttt{format} of the \texttt{image} is a \texttt{multi-planar} \texttt{format} and if \texttt{subresourceRange.aspectMask} is \texttt{VK\_IMAGE\_ASPECT\_COLOR\_BIT}, \texttt{format} \texttt{must} be identical to the \texttt{format} used to create \texttt{image}.

- \textbf{VUID-VkImageViewCreateInfo-format-06415}
  If the image view \texttt{requires} a sampler \texttt{Y'\textsubscript{C}a\textsubscript{R}} \texttt{conversion} and \texttt{usage} contains \texttt{VK\_IMAGE\_USAGE\_SAMPLED\_BIT}, then the \texttt{pNext} \texttt{chain} \texttt{must} include a \texttt{VkSamplerYcbcrConversionInfo} \texttt{structure} with a \texttt{conversion value} other than \texttt{VK\_NULL\_HANDLE}.

- \textbf{VUID-VkImageViewCreateInfo-format-04714}
  If \texttt{format} has a \_422 or \_420 \texttt{suffix} then \texttt{image} \texttt{must} have been created with a \texttt{width that is a multiple of 2}.

- \textbf{VUID-VkImageViewCreateInfo-format-04715}
  If \texttt{format} has a \_420 \texttt{suffix} then \texttt{image} \texttt{must} have been created with a \texttt{height that is a multiple of 2}.

- \textbf{VUID-VkImageViewCreateInfo-pNext-01970}
  If the \texttt{pNext} \texttt{chain} \texttt{includes} a \texttt{VkSamplerYcbcrConversionInfo} \texttt{structure} with a \texttt{conversion value} other than \texttt{VK\_NULL\_HANDLE}, all members of \texttt{components} \texttt{must} have the \texttt{identity swizzle}.

- \textbf{VUID-VkImageViewCreateInfo-pNext-06658}
  If the \texttt{pNext} \texttt{chain} \texttt{includes} a \texttt{VkSamplerYcbcrConversionInfo} \texttt{structure} with a \texttt{conversion value} other than \texttt{VK\_NULL\_HANDLE}, \texttt{format} \texttt{must} be the same used in \texttt{VkSamplerYcbcrConversionCreateInfo}::\texttt{format}.

- \textbf{VUID-VkImageViewCreateInfo-image-01020}
  If \texttt{image} is non-sparse then it \texttt{must} be bound completely and contiguously to a single \texttt{VkDeviceMemory} \texttt{object}.

- \textbf{VUID-VkImageViewCreateInfo-subResourceRange-01021}
  \texttt{viewType} \texttt{must} be compatible with the \texttt{type} of \texttt{image} as shown in the \texttt{view type compatibility table}.

- \textbf{VUID-VkImageViewCreateInfo-image-02086}
  If \texttt{image} was created with \texttt{usage} containing \texttt{VK\_IMAGE\_USAGE\_FRAGMENT\_SHADING\_RATE\_ATTACHMENT\_BIT\_KHR}, \texttt{viewType} \texttt{must} be \texttt{VK\_IMAGE\_VIEW\_TYPE\_2D} or \texttt{VK\_IMAGE\_VIEW\_TYPE\_2D\_ARRAY}.

- \textbf{VUID-VkImageViewCreateInfo-usage-04550}
  If the \texttt{attachmentFragmentShadingRate} \texttt{feature} is enabled, and the \texttt{usage} for the image view includes \texttt{VK\_IMAGE\_USAGE\_FRAGMENT\_SHADING\_RATE\_ATTACHMENT\_BIT\_KHR}, then the image view's \texttt{format features} \texttt{must} \texttt{contain} \texttt{VK\_FORMAT\_FEATURE\_FRAGMENT\_SHADING\_RATE\_ATTACHMENT\_BIT\_KHR}.

- \textbf{VUID-VkImageViewCreateInfo-usage-04551}
  If the \texttt{attachmentFragmentShadingRate} \texttt{feature} is enabled, the \texttt{usage} for the image view includes \texttt{VK\_IMAGE\_USAGE\_FRAGMENT\_SHADING\_RATE\_ATTACHMENT\_BIT\_KHR}, and \texttt{layeredShadingRateAttachments} is \texttt{VK\_FALSE}, \texttt{subresourceRange.layerCount} \texttt{must} be 1.

- \textbf{VUID-VkImageViewCreateInfo-pNext-02662}
  If the \texttt{pNext} \texttt{chain} \texttt{includes} a \texttt{VkImageViewUsageCreateInfo} \texttt{structure}, and \texttt{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 VkImageUsageCreateInfo 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 VkImageUsageCreateInfo 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 VkImageUsageCreateInfo 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 VkImageUsageCreateInfo 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-imageViewFormatSwizzle-04465
  If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::imageViewFormatSwizzle is VK_FALSE, all elements of components must have the identity swizzle.

- VUID-VkImageViewCreateInfo-imageViewFormatReinterpretation-04466
  If the VK_KHR_portability_subset extension is enabled, andVkPhysicalDevicePortabilitySubsetFeaturesKHR::imageViewFormatReinterpretation is
VK_FALSE, the \texttt{VkFormat} in \texttt{format} \textbf{must} not contain a different number of components, or a different number of bits in each component, than the format of the \texttt{VkImage} in \texttt{image}.

- VUID-VkImageViewCreateInfo-image-04817
  If \texttt{image} was created with \texttt{usage} containing \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR}, \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR}, or \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR}, then the \texttt{viewType} \textbf{must} be \texttt{VK_IMAGE_VIEW_TYPE_2D} or \texttt{VK_IMAGE_VIEW_TYPE_2D_ARRAY}.

- VUID-VkImageViewCreateInfo-image-04818
  If \texttt{image} was created with \texttt{usage} containing \texttt{VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR}, \texttt{VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR}, or \texttt{VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR}, then the \texttt{viewType} \textbf{must} be \texttt{VK_IMAGE_VIEW_TYPE_2D} or \texttt{VK_IMAGE_VIEW_TYPE_2D_ARRAY}.

- VUID-VkImageViewCreateInfo-subresourceRange-09594
  \texttt{subresourceRange.aspectMask} \textbf{must} be valid for the \texttt{format} the \texttt{image} was created with.

---

**Valid Usage (Implicit)**

- VUID-VkImageViewCreateInfo-sType-sType
  \texttt{sType} \textbf{must} be \texttt{VK_STRUCTURE_TYPE_IMAGE_VIEW_CREATE_INFO}.

- VUID-VkImageViewCreateInfo-pNext-pNext
  Each \texttt{pNext} member of any structure (including this one) in the \texttt{pNext} chain \textbf{must} be either \texttt{NULL} or a pointer to a valid instance of \texttt{VkImageViewUsageCreateInfo} or \texttt{VkSamplerYcbcrConversionInfo}.

- VUID-VkImageViewCreateInfo-sType-unique
  The \texttt{sType} value of each struct in the \texttt{pNext} chain \textbf{must} be unique.

- VUID-VkImageViewCreateInfo-flags-zero bitmask
  \texttt{flags} \textbf{must} be \texttt{0}.

- VUID-VkImageViewCreateInfo-image-parameter
  \texttt{image} \textbf{must} be a valid \texttt{VkImage} handle.

- VUID-VkImageViewCreateInfo-viewType-parameter
  \texttt{viewType} \textbf{must} be a valid \texttt{VkImageViewType} value.

- VUID-VkImageViewCreateInfo-format-parameter
  \texttt{format} \textbf{must} be a valid \texttt{VkFormat} value.

- VUID-VkImageViewCreateInfo-components-parameter
  \texttt{components} \textbf{must} be a valid \texttt{VkComponentMapping} structure.

- VUID-VkImageViewCreateInfo-subresourceRange-parameter
  \texttt{subresourceRange} \textbf{must} be a valid \texttt{VkImageSubresourceRange} structure.

Bits which \textbf{can} be set in \texttt{VkImageViewCreateInfo::flags}, specifying additional parameters of an image view, are:
typedef enum VkImageViewCreateFlagBits {
} VkImageViewCreateFlagBits;

typedef VkFlags VkImageViewCreateFlags;

// Provided by VK_VERSION_1_0
VkImageViewCreateFlagBits 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:

typedef struct VkImageViewUsageCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageUsageFlags usage;
} VkImageViewUsageCreateInfo;

or the equivalent

typedef VkImageViewUsageCreateInfo VkImageViewUsageCreateInfoKHR;

- 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
The `VkImageSubresourceRange` structure is defined as:

```c
// 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 mipmap 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 mipmap 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_a C_b 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_a C_b 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

### Valid Usage (Implicit)

- VUID-VkImageSubresourceRange-aspectMask-parameter
  aspectMask must be a valid combination of VkImageAspectFlagBits values
- VUID-VkImageSubresourceRange-aspectMask-requiredbitsetmask
  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:
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_VERSION_1_3
    VK_IMAGE_ASPECT_NONE = 0,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_IMAGE_ASPECT_PLANE_0_BIT_KHR = VK_IMAGE_ASPECT_PLANE_0_BIT,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_IMAGE_ASPECT_PLANE_1_BIT_KHR = VK_IMAGE_ASPECT_PLANE_1_BIT,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_IMAGE_ASPECT_PLANE_2_BIT_KHR = VK_IMAGE_ASPECT_PLANE_2_BIT,
    // Provided by VK_KHR_maintenance4
    VK_IMAGE_ASPECT_NONE_KHR = VK_IMAGE_ASPECT_NONE,
} VkImageAspectFlagBits;

• **VK_IMAGE_ASPECT_NONE** specifies no image aspect, or the image aspect is not applicable.
• **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.

// Provided by VK_VERSION_1_0
define VkFlags VkImageAspectFlags;

 VkImageAspectFlags is a bitmask type for setting a mask of zero or more VkImageAspectFlagBits.

The VkComponentMapping structure is defined as:
typedef struct VkComponentMapping {
    VkComponentSwizzle r;
    VkComponentSwizzle g;
    VkComponentSwizzle b;
    VkComponentSwizzle a;
} VkComponentMapping;

• \( r \) is a \texttt{VkComponentSwizzle} specifying the component value placed in the R component of the output vector.

• \( g \) is a \texttt{VkComponentSwizzle} specifying the component value placed in the G component of the output vector.

• \( b \) is a \texttt{VkComponentSwizzle} specifying the component value placed in the B component of the output vector.

• \( a \) is a \texttt{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 \texttt{VkComponentSwizzle} value
- VUID-VkComponentMapping-g-parameter \( g \) must be a valid \texttt{VkComponentSwizzle} value
- VUID-VkComponentMapping-b-parameter \( b \) must be a valid \texttt{VkComponentSwizzle} value
- VUID-VkComponentMapping-a-parameter \( a \) must be a valid \texttt{VkComponentSwizzle} value

Possible values of the members of \texttt{VkComponentMapping}, specifying the component values placed in each component of the output vector, are:

```c
// Provided by VK_VERSION_1_0
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;
```

• \texttt{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>

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

- VUID-vkDestroyImageView-imageView-01027
  If VkAllocationCallbacks were provided when **imageView** was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyImageView-imageView-01028

795
If no VkAllocationCallbacks were provided when imageView was created, pAllocator must be NULL

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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- 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 Vulkan 1.3 is supported or the VK_KHR_format_feature_flags2 extension is supported, and VkImageViewCreateInfo::image was created with VK_IMAGE_TILING_LINEAR, then the image view’s set of format features is the value of VkFormatProperties3::linearTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties2 on the same format as VkImageViewCreateInfo::format.

- If Vulkan 1.3 is not supported and the VK_KHR_format_feature_flags2 extension is not supported, and VkImageViewCreateInfo::image was created with VK_IMAGE_TILING_LINEAR, then the image view’s set of format features is the union of the value of VkFormatProperties::linearTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties on the same format as VkImageViewCreateInfo::format, with:
  - VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT if the format is a depth/stencil format and the image view features also contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_BIT.
  - VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT if the format is one of the extended storage formats and shaderStorageImageReadWithoutFormat is enabled on the device.
  - VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT if the format is one of the extended storage formats and shaderStorageImageWriteWithoutFormat is enabled on the device.

- If Vulkan 1.3 is supported or the VK_KHR_format_feature_flags2 extension is supported, and
If Vulkan 1.3 is not supported and the VK_KHR_format_feature_flags2 extension is not supported, and VkImageViewCreateInfo::image was created with VK_IMAGE_TILING_OPTIMAL, then the image view’s set of format features is the union of the value of VkFormatProperties::optimalTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties or vkGetPhysicalDeviceImageFormatProperties2 on the same format as VkImageViewCreateInfo::format, with:

- VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT if the format is a depth/stencil format and the image view features also contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_BIT.
- VK_FORMAT_FEATURE_2_STORAGE_READ WITHOUT_FORMAT_BIT if the format is one of the extended storage formats and shaderStorageImageReadWithoutFormat is enabled on the device.
- VK_FORMAT_FEATURE_2_STORAGE_WRITE WITHOUT_FORMAT_BIT if the format is one of the extended storage formats and shaderStorageImageWriteWithoutFormat is enabled on the device.

### 12.6. Acceleration Structures

Acceleration structures are opaque data structures that are built by the implementation to more efficiently perform spatial queries on the provided geometric data. For this extension, an acceleration structure is either a top-level acceleration structure containing a set of bottom-level acceleration structures or a bottom-level acceleration structure containing either a set of axis-aligned bounding boxes for custom geometry or a set of triangles.

Each instance in the top-level acceleration structure contains a reference to a bottom-level acceleration structure as well as an instance transform plus information required to index into the shader bindings. The top-level acceleration structure is what is bound to the acceleration descriptor, for example to trace inside the shader in the ray tracing pipeline.

Acceleration structures are represented by VkAccelerationStructureKHR handles:

```c
// Provided by VK_KHR_acceleration_structure
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkAccelerationStructureKHR)
```

To create an acceleration structure, call:

```c
// Provided by VK_KHR_acceleration_structure
VkResult vkCreateAccelerationStructureKHR(
    VkDevice device,
    const VkAccelerationStructureCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkAccelerationStructureKHR* pAccelerationStructure);
```

- `device` is the logical device that creates the acceleration structure object.
• **pCreateInfo** is a pointer to a `VkAccelerationStructureCreateInfoKHR` structure containing parameters affecting creation of the acceleration structure.

• **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

• **pAccelerationStructure** is a pointer to a `VkAccelerationStructureKHR` handle in which the resulting acceleration structure object is returned.

Similar to other objects in Vulkan, the acceleration structure creation merely creates an object with a specific “shape”. The type and quantity of geometry that can be built into an acceleration structure is determined by the parameters of `VkAccelerationStructureCreateInfoKHR`.

The acceleration structure data is stored in the object referred to by `VkAccelerationStructureCreateInfoKHR::buffer`. Once memory has been bound to that buffer, it **must** be populated by acceleration structure build or acceleration structure copy commands such as `vkCmdBuildAccelerationStructuresKHR`, `vkBuildAccelerationStructuresKHR`, `vkCmdCopyAccelerationStructureKHR`, and `vkCopyAccelerationStructureKHR`.

---

**Note**
The expected usage for a trace capture/replay tool is that it will serialize and later deserialize the acceleration structure data using acceleration structure copy commands. During capture the tool will use `vkCopyAccelerationStructureToMemoryKHR` or `vkCmdCopyAccelerationStructureToMemoryKHR` with a **mode** of `VK_COPY_ACCELERATION_STRUCTURE_MODE_SERIALIZE_KHR`, and `vkCopyMemoryToAccelerationStructureKHR` or `vkCmdCopyMemoryToAccelerationStructureKHR` with a **mode** of `VK_COPY_ACCELERATION_STRUCTURE_MODE_DESERIALIZE_KHR` during replay.

**Note**
Memory does not need to be bound to the underlying buffer when `vkCreateAccelerationStructureKHR` is called.

The input buffers passed to acceleration structure build commands will be referenced by the implementation for the duration of the command. After the command completes, the acceleration structure **may** hold a reference to any acceleration structure specified by an active instance contained therein. Apart from this referencing, acceleration structures **must** be fully self-contained. The application **can** reuse or free any memory which was used by the command as an input or as scratch without affecting the results of ray traversal.

---

### Valid Usage

- **VUID-vkCreateAccelerationStructureKHR-accelerationStructure-03611**
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure` feature **must** be enabled

- **VUID-vkCreateAccelerationStructureKHR-deviceAddress-03488**
  If `VkAccelerationStructureCreateInfoKHR::deviceAddress` is not zero, the `accelerationStructureCaptureReplay` feature **must** be enabled
• VUID-vkCreateAccelerationStructureKHR-device-03489
If device was created with multiple physical devices, then the bufferDeviceAddressMultiDevice feature must be enabled.

Valid Usage (Implicit)
• VUID-vkCreateAccelerationStructureKHR-device-parameter
device must be a valid VkDevice handle
• VUID-vkCreateAccelerationStructureKHR-pCreateInfo-parameter
pCreateInfo must be a valid pointer to a valid VkAccelerationStructureCreateInfoKHR structure
• VUID-vkCreateAccelerationStructureKHR-pAllocator-parameter
If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure
• VUID-vkCreateAccelerationStructureKHR-pAccelerationStructure-parameter
pAccelerationStructure must be a valid pointer to a VkAccelerationStructureKHR handle

Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

The VkAccelerationStructureCreateInfoKHR structure is defined as:

```
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkAccelerationStructureCreateFlagsKHR createFlags;
    VkBuffer buffer;
    VkDeviceSize offset;
    VkDeviceSize size;
    VkAccelerationStructureTypeKHR type;
    VkDeviceAddress deviceAddress;
} VkAccelerationStructureCreateInfoKHR;
```

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• createFlags is a bitmask of VkAccelerationStructureCreateFlagBitsKHR specifying additional
creation parameters of the acceleration structure.

- **buffer** is the buffer on which the acceleration structure will be stored.

- **offset** is an offset in bytes from the base address of the buffer at which the acceleration structure will be stored, and **must** be a multiple of 256.

- **size** is the size required for the acceleration structure.

- **type** is a `VkAccelerationStructureTypeKHR` value specifying the type of acceleration structure that will be created.

- **deviceAddress** is the device address requested for the acceleration structure if the `accelerationStructureCaptureReplay` feature is being used. If `deviceAddress` is zero, no specific address is requested.

Applications **should** avoid creating acceleration structures with application-provided addresses and implementation-provided addresses in the same process, to reduce the likelihood of `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR` 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 will add `VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT` to all buffers used as storage for an acceleration structure where `deviceAddress` is not zero. This also means that the tool will need to add `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT` to memory allocations to allow the flag to be set where the application may not have otherwise required it. During capture the tool 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.

Applications **should** create an acceleration structure with a specific `VkAccelerationStructureTypeKHR` other than `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

**Note**
`VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR` is intended to be used by API translation layers. This can be used at acceleration structure creation time in cases where the actual acceleration structure type (top or bottom) is not yet known. The actual acceleration structure type must be specified as `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR` when the build is performed.

If the acceleration structure will be the target of a build operation, the required size for an acceleration structure **can** be queried with `vkGetAccelerationStructureBuildSizesKHR`. If the
acceleration structure is going to be the target of a compacting copy, `vkCmdWriteAccelerationStructuresPropertiesKHR` or `vkWriteAccelerationStructuresPropertiesKHR` can be used to obtain the compacted size required.

### Valid Usage

- **VUID-VkAccelerationStructureCreateInfoKHR-deviceAddress-03612**
  
  If `deviceAddress` is not zero, `createFlags` must include `VK_ACCELERATION_STRUCTURE_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR`

- **VUID-VkAccelerationStructureCreateInfoKHR-deviceAddress-09488**
  
  If `deviceAddress` is not zero, it must have been retrieved from an identically created acceleration structure, except for `buffer` and `deviceAddress`

- **VUID-VkAccelerationStructureCreateInfoKHR-deviceAddress-09489**
  
  If `deviceAddress` is not zero, `buffer` must have been created identically to the `buffer` used to create the acceleration structure from which `deviceAddress` was retrieved, except for `VkBufferOpaqueCaptureAddressCreateInfo::opaqueCaptureAddress`

- **VUID-VkAccelerationStructureCreateInfoKHR-deviceAddress-09490**
  
  If `deviceAddress` is not zero, `buffer` must have been created with a `VkBufferOpaqueCaptureAddressCreateInfo::opaqueCaptureAddress` that was retrieved from `vkGetBufferOpaqueCaptureAddress` for the `buffer` that was used to create the acceleration structure from which `deviceAddress` was retrieved

- **VUID-VkAccelerationStructureCreateInfoKHR-createFlags-03613**
  
  If `createFlags` includes `VK_ACCELERATION_STRUCTURE_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR`, `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructureCaptureReplay` must be `VK_TRUE`

- **VUID-VkAccelerationStructureCreateInfoKHR-buffer-03614**
  
  `buffer` must have been created with a `usage` value containing `VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR`

- **VUID-VkAccelerationStructureCreateInfoKHR-buffer-03615**
  
  `buffer` must not have been created with `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT`

- **VUID-VkAccelerationStructureCreateInfoKHR-offset-03616**
  
  The sum of `offset` and `size` must be less than the size of `buffer`

- **VUID-VkAccelerationStructureCreateInfoKHR-offset-03734**
  
  `offset` must be a multiple of 256 bytes

### Valid Usage (Implicit)

- **VUID-VkAccelerationStructureCreateInfoKHR-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_CREATE_INFO_KHR`

- **VUID-VkAccelerationStructureCreateInfoKHR-pNext-pNext**
  
  `pNext` must be `NULL`
createFlags must be a valid combination of VkAccelerationStructureCreateFlagBitsKHR values

buffer must be a valid VkBuffer handle

type must be a valid VkAccelerationStructureTypeKHR value

To get the build sizes for an acceleration structure, call:

```c
// Provided by VK_KHR_acceleration_structure
void vkGetAccelerationStructureBuildSizesKHR(
    VkDevice device,
    VkAccelerationStructureBuildTypeKHR buildType,
    const VkAccelerationStructureBuildGeometryInfoKHR* pBuildInfo,
    const uint32_t* pMaxPrimitiveCounts,
    VkAccelerationStructureBuildSizesInfoKHR* pSizeInfo);
```

- device is the logical device that will be used for creating the acceleration structure.
- buildType defines whether host or device operations (or both) are being queried for.
- pBuildInfo is a pointer to a VkAccelerationStructureBuildGeometryInfoKHR structure describing parameters of a build operation.
- pMaxPrimitiveCounts is a pointer to an array of pBuildInfo->geometryCount uint32_t values defining the number of primitives built into each geometry.
- pSizeInfo is a pointer to a VkAccelerationStructureBuildSizesInfoKHR structure which returns the size required for an acceleration structure and the sizes required for the scratch buffers, given the build parameters.

The srcAccelerationStructure, dstAccelerationStructure, and mode members of pBuildInfo are ignored. Any VkDeviceOrHostAddressKHR or VkDeviceOrHostAddressConstKHR members of pBuildInfo are ignored by this command, except that the hostAddress member of VkAccelerationStructureGeometryTrianglesDataKHR::transformData will be examined to check if it is NULL.

An acceleration structure created with the accelerationStructureSize returned by this command supports any build or update with a VkAccelerationStructureBuildGeometryInfoKHR structure and array of VkAccelerationStructureBuildRangeInfoKHR structures subject to the following properties:

- The build command is a host build command, and buildType is
  VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_KHR or
  VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_OR_DEVICE_KHR

- The build command is a device build command, and buildType is
  VK_ACCELERATION_STRUCTURE_BUILD_TYPE_DEVICE_KHR or
  VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_OR_DEVICE_KHR
• For VkAccelerationStructureBuildGeometryInfoKHR:
  ◦ Its type, and flags members are equal to pBuildInfo->type and pBuildInfo->flags, respectively.
  ◦ geometryCount is less than or equal to pBuildInfo->geometryCount.
  ◦ For each element of either pGeometries or ppGeometries at a given index, its geometryType member is equal to pBuildInfo->geometryType.
  ◦ For each element of either pGeometries or ppGeometries at a given index, its flags member is equal to the corresponding member of the same element in pBuildInfo.
  ◦ For each element of either pGeometries or ppGeometries at a given index, with a geometryType member equal to VK_GEOMETRY_TYPE_TRIANGLES_KHR, the vertexFormat and indexType members of geometry.triangles are equal to the corresponding members of the same element in pBuildInfo.
  ◦ For each element of either pGeometries or ppGeometries at a given index, with a geometryType member equal to VK_GEOMETRY_TYPE_TRIANGLES_KHR, the maxVertex member of geometry.triangles is less than or equal to the corresponding member of the same element in pBuildInfo.
  ◦ For each element of either pGeometries or ppGeometries at a given index, with a geometryType member equal to VK_GEOMETRY_TYPE_TRIANGLES_KHR, if the applicable address in the transformData member of geometry.triangles is not NULL, the corresponding transformData.hostAddress parameter in pBuildInfo is not NULL.

• For each VkAccelerationStructureBuildRangeInfoKHR corresponding to the VkAccelerationStructureBuildGeometryInfoKHR:
  ◦ Its primitiveCount member is less than or equal to the corresponding element of pMaxPrimitiveCounts.
  ◦ For each element of either pGeometries or ppGeometries at a given index, with a geometryType member equal to VK_GEOMETRY_TYPE_TRIANGLES_KHR, if the pNext chain contains VkAccelerationStructureTrianglesOpacityMicromapEXT the corresponding member of pBuildInfo also contains VkAccelerationStructureTrianglesOpacityMicromapEXT and with an equivalent micromap.

Similarly, the updateScratchSize value will support any build command specifying the VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR mode under the above conditions, and the buildScratchSize value will support any build command specifying the VK_BUILD_ACCELERATION_STRUCTURE_MODE_BUILD_KHR mode under the above conditions.

Valid Usage

• VUID-vkGetAccelerationStructureBuildSizesKHR-accelerationStructure-08933
  The VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure feature must be enabled

• VUID-vkGetAccelerationStructureBuildSizesKHR-device-03618
  If device was created with multiple physical devices, then the bufferDeviceAddressMultiDevice feature must be enabled
If `pBuildInfo->geometryCount` is not 0, `pMaxPrimitiveCounts` must be a valid pointer to an array of `pBuildInfo->geometryCount` uint32_t values.

If `pBuildInfo->pGeometries` or `pBuildInfo->ppGeometries` has a geometryType of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, each `pMaxPrimitiveCounts[i]` must be less than or equal to `VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxInstanceCount`.

**Valid Usage (Implicit)**

- `VUID-vkGetAccelerationStructureBuildSizesKHR-device-parameter` device must be a valid VkDevice handle.
- `VUID-vkGetAccelerationStructureBuildSizesKHR-buildType-parameter` buildType must be a valid VkAccelerationStructureBuildTypeKHR value.
- `VUID-vkGetAccelerationStructureBuildSizesKHR-pBuildInfo-parameter` `pBuildInfo` must be a valid pointer to a valid VkAccelerationStructureBuildGeometryInfoKHR structure.
- `VUID-vkGetAccelerationStructureBuildSizesKHR-pMaxPrimitiveCounts-parameter` If `pMaxPrimitiveCounts` is not NULL, `pMaxPrimitiveCounts` must be a valid pointer to an array of `pBuildInfo->geometryCount` uint32_t values.
- `VUID-vkGetAccelerationStructureBuildSizesKHR-pSizeInfo-parameter` `pSizeInfo` must be a valid pointer to a VkAccelerationStructureBuildSizesInfoKHR structure.

The `VkAccelerationStructureBuildSizesInfoKHR` structure describes the required build sizes for an acceleration structure and scratch buffers and is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureBuildSizesInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDeviceSize accelerationStructureSize;
    VkDeviceSize updateScratchSize;
    VkDeviceSize buildScratchSize;
} VkAccelerationStructureBuildSizesInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `accelerationStructureSize` is the size in bytes required in a VkAccelerationStructureKHR for a build or update operation.
- `updateScratchSize` is the size in bytes required in a scratch buffer for an update operation.
- `buildScratchSize` is the size in bytes required in a scratch buffer for a build operation.
Valid Usage (Implicit)

- VUID-VkAccelerationStructureBuildSizesInfoKHR-sType-sType
  sType **must** be VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_BUILD_SIZES_INFO_KHR

- VUID-VkAccelerationStructureBuildSizesInfoKHR-pNext-pNext
  pNext **must** be NULL

Values which **can** be set in **VkAccelerationStructureCreateInfoKHR::type** specifying the type of acceleration structure, are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkAccelerationStructureTypeKHR {
    VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR = 0,
    VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR = 1,
    VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR = 2,
} VkAccelerationStructureTypeKHR;
```

- **VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR** is a top-level acceleration structure containing instance data referring to bottom-level acceleration structures.

- **VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR** is a bottom-level acceleration structure containing the AABBs or geometry to be intersected.

- **VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR** is an acceleration structure whose type is determined at build time used for special circumstances. In these cases, the acceleration structure type is not known at creation time, but **must** be specified at build time as either top or bottom.

Bits which **can** be set in **VkAccelerationStructureCreateInfoKHR::createFlags**, specifying additional creation parameters for acceleration structures, are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkAccelerationStructureCreateFlagBitsKHR {
    VK_ACCELERATION_STRUCTURE_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR = 0x00000001,
} VkAccelerationStructureCreateFlagBitsKHR;
```

- **VK_ACCELERATION_STRUCTURE_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR** specifies that the acceleration structure’s address **can** be saved and reused on a subsequent run.

```c
// Provided by VK_KHR_acceleration_structure
typedef VkFlags VkAccelerationStructureCreateFlagsKHR;
```

**VkAccelerationStructureCreateFlagsKHR** is a bitmask type for setting a mask of zero or more **VkAccelerationStructureCreateFlagBitsKHR**.
Bits which can be set in `VkAccelerationStructureBuildGeometryInfoKHR::flags` specifying additional parameters for acceleration structure builds, are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkBuildAccelerationStructureFlagBitsKHR {
    VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_UPDATE_BIT_KHR = 0x00000001,
    VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_COMPACTION_BIT_KHR = 0x00000002,
    VK_BUILD_ACCELERATION_STRUCTURE_PREFER_FAST_TRACE_BIT_KHR = 0x00000004,
    VK_BUILD_ACCELERATION_STRUCTURE_PREFER_FAST_BUILD_BIT_KHR = 0x00000008,
    VK_BUILD_ACCELERATION_STRUCTURE_LOW_MEMORY_BIT_KHR = 0x00000010,
    // Provided by VK_EXT_opacity_micromap
    VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_UPDATE_EXT = 0x00000040,
    // Provided by VK_EXT_opacity_micromap
    VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DISABLE_OPACITY_MICROMAPS_EXT = 0x00000080,
    // Provided by VK_EXT_opacity_micromap
    VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_DATA_UPDATE_EXT = 0x00000100,
    // Provided by VK_KHR_ray_tracing_position_fetch
    VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DATA_ACCESS_KHR = 0x00000800,
} VkBuildAccelerationStructureFlagBitsKHR;
```

- **VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_UPDATE_BIT_KHR** indicates that the specified acceleration structure can be updated with a mode of `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR` in `VkAccelerationStructureBuildGeometryInfoKHR`.
- **VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_COMPACTION_BIT_KHR** indicates that the specified acceleration structure can act as the source for a copy acceleration structure command with mode of `VK_COPY_ACCELERATION_STRUCTURE_MODE_COMPACT_KHR` to produce a compacted acceleration structure.
- **VK_BUILD_ACCELERATION_STRUCTURE_PREFER_FAST_TRACE_BIT_KHR** indicates that the given acceleration structure build should prioritize trace performance over build time.
- **VK_BUILD_ACCELERATION_STRUCTURE_PREFER_FAST_BUILD_BIT_KHR** indicates that the given acceleration structure build should prioritize build time over trace performance.
- **VK_BUILD_ACCELERATION_STRUCTURE_LOW_MEMORY_BIT_KHR** indicates that this acceleration structure should minimize the size of the scratch memory and the final result acceleration structure, potentially at the expense of build time or trace performance.
- **VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_UPDATE_EXT** indicates that the opacity micromaps associated with the specified acceleration structure may change with an acceleration structure update.
- **VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_DATA_UPDATE_EXT** indicates that the data of the opacity micromaps associated with the specified acceleration structure may change with an acceleration structure update.
- **VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DISABLE_OPACITY_MICROMAPS_EXT** indicates that the specified acceleration structure may be referenced in an instance with `VK_GEOMETRY_INSTANCE_DISABLE_OPACITY_MICROMAPS_EXT` set.
- **VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DATA_ACCESS_KHR** indicates that the specified acceleration
structure can be used when fetching the vertex positions of a hit triangle.

Note

VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_UPDATE_BIT_KHR and VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_COMPACTION_BIT_KHR may take more time and memory than a normal build, and so should only be used when those features are needed.

```c
// Provided by VK_KHR_acceleration_structure
typedef VkFlags VkBuildAccelerationStructureFlagsKHR;
```

VkBuildAccelerationStructureFlagsKHR is a bitmask type for setting a mask of zero or more VkBuildAccelerationStructureFlagBitsKHR.

Geometry types are specified by VkGeometryTypeKHR, which takes values:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkGeometryTypeKHR {
    VK_GEOMETRY_TYPE_TRIANGLES_KHR = 0,
    VK_GEOMETRY_TYPE_AABBS_KHR = 1,
    VK_GEOMETRY_TYPE_INSTANCES_KHR = 2,
} VkGeometryTypeKHR;
```

- VK_GEOMETRY_TYPE_TRIANGLES_KHR specifies a geometry type consisting of triangles.
- VK_GEOMETRY_TYPE_AABBS_KHR specifies a geometry type consisting of axis-aligned bounding boxes.
- VK_GEOMETRY_TYPE_INSTANCES_KHR specifies a geometry type consisting of acceleration structure instances.

Bits specifying additional parameters for geometries in acceleration structure builds, are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkGeometryFlagBitsKHR {
    VK_GEOMETRY_OPAQUE_BIT_KHR = 0x00000001,
    VK_GEOMETRY_NO_DUPLICATE_ANY_HIT_INVOCATION_BIT_KHR = 0x00000002,
} VkGeometryFlagBitsKHR;
```

- VK_GEOMETRY_OPAQUE_BIT_KHR indicates that this geometry does not invoke the any-hit shaders even if present in a hit group.
- VK_GEOMETRY_NO_DUPLICATE_ANY_HIT_INVOCATION_BIT_KHR indicates that the implementation must only call the any-hit shader a single time for each primitive in this geometry. If this bit is absent an implementation may invoke the any-hit shader more than once for this geometry.
typedef VkFlags VkGeometryFlagsKHR;

VkGeometryFlagsKHR is a bitmask type for setting a mask of zero or more VkGeometryFlagBitsKHR.

To destroy an acceleration structure, call:

```c
// Provided by VK_KHR_acceleration_structure
void vkDestroyAccelerationStructureKHR(
    VkDevice device,
    VkAccelerationStructureKHR accelerationStructure,
    const VkAllocationCallbacks* pAllocator);
```

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

### Valid Usage

- VUID-vkDestroyAccelerationStructureKHR-accelerationStructure-08934
  The VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure feature must be enabled

- VUID-vkDestroyAccelerationStructureKHR-accelerationStructure-02442
  All submitted commands that refer to `accelerationStructure` must have completed execution

- VUID-vkDestroyAccelerationStructureKHR-accelerationStructure-02443
  If `VkAllocationCallbacks` were provided when `accelerationStructure` was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyAccelerationStructureKHR-accelerationStructure-02444
  If no `VkAllocationCallbacks` were provided when `accelerationStructure` was created, `pAllocator` must be NULL

### Valid Usage (Implicit)

- VUID-vkDestroyAccelerationStructureKHR-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkDestroyAccelerationStructureKHR-accelerationStructure-parameter
  If `accelerationStructure` is not `VK_NULL_HANDLE`, `accelerationStructure` must be a valid `VkAccelerationStructureKHR` handle

- VUID-vkDestroyAccelerationStructureKHR-pAllocator-parameter
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
If `accelerationStructure` is a valid handle, it must have been created, allocated, or retrieved from `device`.

### Host Synchronization

- Host access to `accelerationStructure` must be externally synchronized.

Possible values of `buildType` in `vkGetAccelerationStructureBuildSizesKHR` are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkAccelerationStructureBuildTypeKHR {
    VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_KHR = 0,
    VK_ACCELERATION_STRUCTURE_BUILD_TYPE_DEVICE_KHR = 1,
    VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_OR_DEVICE_KHR = 2,
} VkAccelerationStructureBuildTypeKHR;
```

- `VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_KHR` requests the memory requirement for operations performed by the host.
- `VK_ACCELERATION_STRUCTURE_BUILD_TYPE_DEVICE_KHR` requests the memory requirement for operations performed by the device.
- `VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_OR_DEVICE_KHR` requests the memory requirement for operations performed by either the host, or the device.

To query the 64-bit device address for an acceleration structure, call:

```c
// Provided by VK_KHR_acceleration_structure
VkDeviceAddress vkGetAccelerationStructureDeviceAddressKHR(
    VkDevice device,
    const VkAccelerationStructureDeviceAddressInfoKHR* pInfo);
```

- `device` is the logical device that the acceleration structure was created on.
- `pInfo` is a pointer to a `VkAccelerationStructureDeviceAddressInfoKHR` structure specifying the acceleration structure to retrieve an address for.

The 64-bit return value is an address of the acceleration structure, which can be used for device and shader operations that involve acceleration structures, such as ray traversal and acceleration structure building.

If the acceleration structure was created with a non-zero value of `VkAccelerationStructureCreateInfoKHR::deviceAddress`, the return value will be the same address.

If the acceleration structure was created with a type of `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`, the returned address must be consistent with the relative offset to other acceleration structures with type `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR` allocated with the same `VkBuffer`. That is, the
difference in returned addresses between the two must be the same as the difference in offsets provided at acceleration structure creation.

The returned address must be aligned to 256 bytes.

Note
The acceleration structure device address may be different from the buffer device address corresponding to the acceleration structure's start offset in its storage buffer for acceleration structure types other than VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR.

Valid Usage

- VUID-vkGetAccelerationStructureDeviceAddressKHR-accelerationStructure-08935
  The VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure feature must be enabled

- VUID-vkGetAccelerationStructureDeviceAddressKHR-device-03504
  If device was created with multiple physical devices, then the bufferDeviceAddressMultiDevice feature must be enabled

- VUID-vkGetAccelerationStructureDeviceAddressKHR-pInfo-09541
  If the buffer on which pInfo->accelerationStructure was placed is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkGetAccelerationStructureDeviceAddressKHR-pInfo-09542
  The buffer on which pInfo->accelerationStructure was placed must have been created with the VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT usage flag

Valid Usage (Implicit)

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

- VUID-vkGetAccelerationStructureDeviceAddressKHR-pInfo-parameter
  pInfo must be a valid pointer to a valid VkAccelerationStructureDeviceAddressInfoKHR structure

The VkAccelerationStructureDeviceAddressInfoKHR structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureDeviceAddressInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkAccelerationStructureKHR accelerationStructure;
} VkAccelerationStructureDeviceAddressInfoKHR;
```
• *sType* is a *VkStructureType* value identifying this structure.

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

• *accelerationStructure* specifies the acceleration structure whose address is being queried.

### Valid Usage (Implicit)

- VUID-VkAccelerationStructureDeviceAddressInfoKHR-sType-sType
  
  *sType* must be `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_DEVICE_ADDRESS_INFO_KHR`

- VUID-VkAccelerationStructureDeviceAddressInfoKHR-pNext-pNext
  
  *pNext* must be *NULL*

- VUID-VkAccelerationStructureDeviceAddressInfoKHR-accelerationStructure-parameter
  
  *accelerationStructure* must be a valid *VkAccelerationStructureKHR* handle

### 12.7. Micromaps

Micromaps are opaque data structures that are built by the implementation to encode sub-triangle data to be included in an acceleration structure.

Micromaps are represented by *VkMicromapEXT* handles:

```c
// Provided by VK_EXT_opacity_micromap
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkMicromapEXT)
```

To create a micromap, call:

```c
// Provided by VK_EXT_opacity_micromap
VkResult vkCreateMicromapEXT(
    VkDevice device,
    const VkMicromapCreateInfoEXT* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkMicromapEXT* pMicromap);
```

- *device* is the logical device that creates the acceleration structure object.

- *pCreateInfo* is a pointer to a *VkMicromapCreateInfoEXT* structure containing parameters affecting creation of the micromap.

- *pAllocator* controls host memory allocation as described in the Memory Allocation chapter.

- *pMicromap* is a pointer to a *VkMicromapEXT* handle in which the resulting micromap object is returned.

Similar to other objects in Vulkan, the micromap creation merely creates an object with a specific “shape”. The type and quantity of geometry that can be built into a micromap is determined by the parameters of *VkMicromapCreateInfoEXT*. 
The micromap data is stored in the object referred to by `VkMicromapCreateInfoEXT::buffer`. Once memory has been bound to that buffer, it **must** be populated by micromap build or micromap copy commands such as `vkCmdBuildMicromapsEXT`, `vkBuildMicromapsEXT`, `vkCmdCopyMicromapEXT`, and `vkCopyMicromapEXT`.

**Note**

The expected usage for a trace capture/replay tool is that it will serialize and later deserialize the micromap data using micromap copy commands. During capture the tool will use `vkCopyMicromapToMemoryEXT` or `vkCmdCopyMicromapToMemoryEXT` with a mode of `VK_CopyMicromap_Mode_serialize_EXT`, and `vkCopyMemoryToMicromapEXT` or `vkCmdCopyMemoryToMicromapEXT` with a mode of `VK_COPY_MICROMAP_MODE_DESERIALIZE_EXT` during replay.

The input buffers passed to micromap build commands will be referenced by the implementation for the duration of the command. Micromaps **must** be fully self-contained. The application **can** reuse or free any memory which was used by the command as an input or as scratch without affecting the results of a subsequent acceleration structure build using the micromap or traversal of that acceleration structure.

### Valid Usage

- **VUID-vkCreateMicromapEXT-micromap-07430**
  The micromap feature **must** be enabled

- **VUID-vkCreateMicromapEXT-deviceAddress-07431**
  If `VkMicromapCreateInfoEXT::deviceAddress` is not zero, the micromapCaptureReplay feature **must** be enabled

- **VUID-vkCreateMicromapEXT-device-07432**
  If `device` was created with multiple physical devices, then the `bufferDeviceAddressMultiDevice` feature **must** be enabled

### Valid Usage (Implicit)

- **VUID-vkCreateMicromapEXT-device-parameter**
  `device` **must** be a valid `VkDevice` handle

- **VUID-vkCreateMicromapEXT-pCreateInfo-parameter**
  `pCreateInfo` **must** be a valid pointer to a valid `VkMicromapCreateInfoEXT` structure

- **VUID-vkCreateMicromapEXT-pAllocator-parameter**
  If `pAllocator` is not `NULL`, `pAllocator` **must** be a valid pointer to a valid `VkAllocationCallbacks` structure

- **VUID-vkCreateMicromapEXT-pMicromap-parameter**
  `pMicromap` **must** be a valid pointer to a `VkMicromapEXT` handle
The `VkMicromapCreateInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkMicromapCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkMicromapCreateFlagsEXT createFlags;
    VkBuffer buffer;
    VkDeviceSize offset;
    VkDeviceSize size;
    VkMicromapTypeEXT type;
    VkDeviceAddress deviceAddress;
} VkMicromapCreateInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `createFlags` is a bitmask of `VkMicromapCreateFlagBitsEXT` specifying additional creation parameters of the micromap.
- `buffer` is the buffer on which the micromap will be stored.
- `offset` is an offset in bytes from the base address of the buffer at which the micromap will be stored, and **must** be a multiple of 256.
- `size` is the size required for the micromap.
- `type` is a `VkMicromapTypeEXT` value specifying the type of micromap that will be created.
- `deviceAddress` is the device address requested for the micromap if the `micromapCaptureReplay` feature is being used.

If `deviceAddress` is zero, no specific address is requested.

If `deviceAddress` is not zero, `deviceAddress` must be an address retrieved from an identically created micromap on the same implementation. The micromap must also be placed on an identically created buffer and at the same offset.

Applications **should** avoid creating micromaps with application-provided addresses and implementation-provided addresses in the same process, to reduce the likelihood of `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR` 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 will add `VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT` to all buffers used as storage for a micromap where `deviceAddress` is not zero. This also means that the tool will need to add `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT` to memory allocations to allow the flag to be set where the application may not have otherwise required it. During capture the tool 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.

If the micromap will be the target of a build operation, the required size for a micromap can be queried with `vkGetMicromapBuildSizesEXT`.

---

**Valid Usage**

- **VUID-VkMicromapCreateInfoEXT-deviceAddress-07433**
  If `deviceAddress` is not zero, `createFlags` must include `VK_MICROMAP_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_EXT`

- **VUID-VkMicromapCreateInfoEXT-createFlags-07434**
  If `createFlags` includes `VK_MICROMAP_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_EXT`, `VkPhysicalDeviceOpacityMicromapFeaturesEXT::micromapCaptureReplay` must be `VK_TRUE`

- **VUID-VkMicromapCreateInfoEXT-buffer-07435**
  `buffer` must have been created with a usage value containing `VK_BUFFER_USAGE_MICROMAP_STORAGE_BIT_EXT`

- **VUID-VkMicromapCreateInfoEXT-buffer-07436**
  `buffer` must not have been created with `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT`

- **VUID-VkMicromapCreateInfoEXT-offset-07437**
  The sum of `offset` and `size` must be less than the size of `buffer`

- **VUID-VkMicromapCreateInfoEXT-offset-07438**
  `offset` must be a multiple of 256 bytes

---

**Valid Usage (Implicit)**

- **VUID-VkMicromapCreateInfoEXT-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_MICROMAP_CREATE_INFO_EXT`

- **VUID-VkMicromapCreateInfoEXT-pNext-pNext**
  `pNext` must be `null`
pNext must be NULL

- VUID-VkMicromapCreateInfoEXT-createFlags-parameter
  createFlags must be a valid combination of VkMicromapCreateFlagBitsEXT values

- VUID-VkMicromapCreateInfoEXT-buffer-parameter
  buffer must be a valid VkBuffer handle

- VUID-VkMicromapCreateInfoEXT-type-parameter
  type must be a valid VkMicromapTypeEXT value

To get the build sizes for a micromap, call:

```c
// Provided by VK_EXT_opacity_micromap
void vkGetMicromapBuildSizesEXT(
    VkDevice device,
    VkAccelerationStructureBuildTypeKHR buildType,
    const VkMicromapBuildInfoEXT* pBuildInfo,
    VkMicromapBuildSizesInfoEXT* pSizeInfo);
```

- device is the logical device that will be used for creating the micromap.
- buildType defines whether host or device operations (or both) are being queried for.
- pBuildInfo is a pointer to a VkMicromapBuildInfoEXT structure describing parameters of a build operation.
- pSizeInfo is a pointer to a VkMicromapBuildSizesInfoEXT structure which returns the size required for a micromap and the sizes required for the scratch buffers, given the build parameters.

The dstMicromap and mode members of pBuildInfo are ignored. Any VkDeviceOrHostAddressKHR members of pBuildInfo are ignored by this command.

A micromap created with the micromapSize returned by this command supports any build with a VkMicromapBuildInfoEXT structure subject to the following properties:

- The build command is a host build command, and buildType is VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_KHR or VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_OR_DEVICE_KHR
- The build command is a device build command, and buildType is VK_ACCELERATION_STRUCTURE_BUILD_TYPE_DEVICE_KHR or VK_ACCELERATION_STRUCTURE_BUILD_TYPE_HOST_OR_DEVICE_KHR
- For VkMicromapBuildInfoEXT:
  - Its type, and flags members are equal to pBuildInfo->type and pBuildInfo->flags, respectively.
  - The sum of usage information in either pUsageCounts or ppUsageCounts is equal to the sum of usage information in either pBuildInfo->pUsageCounts or pBuildInfo->ppUsageCounts.

Similarly, the buildScratchSize value will support any build command specifying the
VK_BUILD_MICROMAP_MODE_BUILD_EXT mode under the above conditions.

### Valid Usage

- **VUID-vkGetMicromapBuildSizesEXT-dstMicromap-09180**
  
  *VkMicromapBuildInfoEXT*:: dstMicromap must have been created from device

- **VUID-vkGetMicromapBuildSizesEXT-micromap-07439**
  
  The micromap feature must be enabled

- **VUID-vkGetMicromapBuildSizesEXT-device-07440**
  
  If device was created with multiple physical devices, then the bufferDeviceAddressMultiDevice feature must be enabled

### Valid Usage (Implicit)

- **VUID-vkGetMicromapBuildSizesEXT-device-parameter**
  
  device must be a valid VkDevice handle

- **VUID-vkGetMicromapBuildSizesEXT-buildType-parameter**
  
  buildType must be a valid VkAccelerationStructureBuildTypeKHR value

- **VUID-vkGetMicromapBuildSizesEXT-pBuildInfo-parameter**
  
  pBuildInfo must be a valid pointer to a valid VkMicromapBuildInfoEXT structure

- **VUID-vkGetMicromapBuildSizesEXT-pSizeInfo-parameter**
  
  pSizeInfo must be a valid pointer to a VkMicromapBuildSizesInfoEXT structure

The *VkMicromapBuildSizesInfoEXT* structure describes the required build sizes for a micromap and scratch buffers and is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkMicromapBuildSizesInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDeviceSize micromapSize;
    VkDeviceSize buildScratchSize;
    VkBool32 discardable;
} VkMicromapBuildSizesInfoEXT;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **micromapSize** is the size in bytes required in a VkMicromapEXT for a build or update operation.
- **buildScratchSize** is the size in bytes required in a scratch buffer for a build operation.
- **discardable** indicates whether or not the micromap object may be destroyed after an acceleration structure build or update. A false value means that acceleration structures built with this micromap may contain references to the data contained therein, and the application
must not destroy the micromap until ray traversal has concluded. A true value means that the information in the micromap will be copied by value into the acceleration structure, and the micromap may be destroyed after the acceleration structure build concludes.

Valid Usage (Implicit)

- VUID-VkMicromapBuildSizesInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_MICROMAP_BUILD_SIZES_INFO_EXT
- VUID-VkMicromapBuildSizesInfoEXT-pNext-pNext
  pNext must be NULL

Values which can be set in VkMicromapCreateInfoEXT::type specifying the type of micromap, are:

```c
// Provided by VK_EXT_opacity_micromap
typedef enum VkMicromapTypeEXT {
    VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT = 0,
} VkMicromapTypeEXT;
```

- VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT is a micromap containing data to control the opacity of a triangle.

Bits which can be set in VkMicromapCreateInfoEXT::createFlags, specifying additional creation parameters for micromaps, are:

```c
// Provided by VK_EXT_opacity_micromap
typedef enum VkMicromapCreateFlagBitsEXT {
    VK_MICROMAP_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_EXT = 0x00000001,
} VkMicromapCreateFlagBitsEXT;
```

- VK_MICROMAP_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_EXT specifies that the micromap’s address can be saved and reused on a subsequent run.

```c
// Provided by VK_EXT_opacity_micromap
typedef VkFlags VkMicromapCreateFlagsEXT;
```

VkMicromapCreateFlagsEXT is a bitmask type for setting a mask of zero or more VkMicromapCreateFlagBitsEXT.

Bits which can be set in VkMicromapBuildInfoEXT::flags specifying additional parameters for micromap builds, are:
/// Provided by VK_EXT_opacity_micromap

typedef
enum VkBuildMicromapFlagBitsEXT {
    VK_BUILD_MICROMAP_PREFER_FAST_TRACE_BIT_EXT = 0x00000001,
    VK_BUILD_MICROMAP_PREFER_FAST_BUILD_BIT_EXT = 0x00000002,
    VK_BUILD_MICROMAP_ALLOW_COMPACTION_BIT_EXT = 0x00000004,
} VkBuildMicromapFlagBitsEXT;

• `VK_BUILD_MICROMAP_PREFER_FAST_TRACE_BIT_EXT` indicates that the given micromap build should prioritize trace performance over build time.

• `VK_BUILD_MICROMAP_PREFER_FAST_BUILD_BIT_EXT` indicates that the given micromap build should prioritize build time over trace performance.

/// Provided by VK_EXT_opacity_micromap

typedef VkFlags VkBuildMicromapFlagsEXT;

VkBuildMicromapFlagsEXT is a bitmask type for setting a mask of zero or more `VkBuildMicromapFlagBitsEXT`.

To destroy a micromap, call:

/// Provided by VK_EXT_opacity_micromap

void vkDestroyMicromapEXT(
    VkDevice device,
    VkMicromapEXT micromap,
    const VkAllocationCallbacks* pAllocator);

• `device` is the logical device that destroys the micromap.

• `micromap` is the micromap to destroy.

• `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

Valid Usage

• VUID-vkDestroyMicromapEXT-micromap-07441
  All submitted commands that refer to `micromap` must have completed execution

• VUID-vkDestroyMicromapEXT-micromap-07442
  If `VkAllocationCallbacks` were provided when `micromap` was created, a compatible set of callbacks must be provided here

• VUID-vkDestroyMicromapEXT-micromap-07443
  If no `VkAllocationCallbacks` were provided when `micromap` was created, `pAllocator` must be `NULL`
Valid Usage (Implicit)

- **VUID-vkDestroyMicromapEXT-device-parameter**
  *device must be a valid **VkDevice** handle*

- **VUID-vkDestroyMicromapEXT-micromap-parameter**
  *If micromap is not **VK_NULL_HANDLE**, micromap must be a valid **VkMicromapEXT** handle*

- **VUID-vkDestroyMicromapEXT-pAllocator-parameter**
  *If pAllocator is not NULL, pAllocator must be a valid pointer to a valid **VkAllocationCallbacks** structure*

- **VUID-vkDestroyMicromapEXT-micromap-parent**
  *If micromap is a valid handle, it must have been created, allocated, or retrieved from device*

Host Synchronization

- Host access to micromap must be externally synchronized

12.8. 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,  // Logical device that owns the buffer.
    VkBuffer buffer,  // Buffer to query.
    VkMemoryRequirements* pMemoryRequirements);
```

- `device` is the logical device that owns the buffer.
- `buffer` is the buffer to query.
- `pMemoryRequirements` is 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
- VUID-vkGetBufferMemoryRequirements-buffer-parameter `buffer` must be a valid `VkBuffer` handle
- VUID-vkGetBufferMemoryRequirements-pMemoryRequirements-parameter `pMemoryRequirements` must be a valid pointer to a `VkMemoryRequirements` structure
- VUID-vkGetBufferMemoryRequirements-buffer-parent `buffer` must have been created, allocated, or retrieved from `device`

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,  // Logical device that owns the image.
    VkImage image,  // Image to query.
    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

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:

```c
// Provided by VK_VERSION_1_0
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.

If the resource being queried was created with the VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT,
VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT,
or VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT external memory handle type, the value of size has no meaning and should be ignored.

The implementation guarantees certain properties about the memory requirements returned by
vkGetBufferMemoryRequirements2, vkGetImageMemoryRequirements2,
vkGetDeviceBufferMemoryRequirements, vkGetDeviceImageMemoryRequirements,
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` 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`.

* If the `maintenance4` feature is enabled, then the `alignment` member is identical for all `VkImage` objects created with the same combination of values for the `flags`, `imageType`, `format`, `extent`, `mipLevels`, `arrayLayers`, `samples`, `tiling` and `usage` members in the `VkImageCreateInfo` structure passed to `vkCreateImage`.

* 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, the `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` bit of the usage member if the `VkPhysicalDeviceHostImageCopyPropertiesEXT::identicalMemoryTypeRequirements` property is `VK_FALSE`, `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, the `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` bit of the `usage` member if the `VkPhysicalDeviceHostImageCopyPropertiesEXT::identicalMemoryTypeRequirements` property is `VK_FALSE`, `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`.
```

• If the `maintenance4` feature is enabled, these additional guarantees apply:

  ◦ For a `VkBuffer`, the `size` memory requirement is never greater than that of another `VkBuffer` created with a greater or equal `size` specified in `VkBufferCreateInfo`, all other creation parameters being identical.

  ◦ For a `VkBuffer`, the `size` memory requirement is never greater than the result of aligning `VkBufferCreateInfo::size` with the `alignment` memory requirement.

  ◦ For a `VkImage`, the `size` memory requirement is never greater than that of another `VkImage` created with a greater or equal value in each of `extent.width`, `extent.height`, and `extent.depth`; all other creation parameters being identical.

  ◦ The memory requirements returned by `vkGetDeviceBufferMemoryRequirements` are identical to those that would be returned by `vkGetBufferMemoryRequirements2` if it were called with a `VkBuffer` created with the same `VkBufferCreateInfo` values.

  ◦ The memory requirements returned by `vkGetDeviceImageMemoryRequirements` are identical to those that would be returned by `vkGetImageMemoryRequirements2` if it were
called with a `VkImage` created with the same `VkImageCreateInfo` values.

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);
```

or the equivalent command

```c
// Provided by VK_KHR_get_memory_requirements2
void vkGetBufferMemoryRequirements2KHR(
    VkDevice device,
    const VkBufferMemoryRequirementsInfo2* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);
```

- `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

To determine the memory requirements for a buffer resource without creating an object, call:

```c
// Provided by VK_VERSION_1_3
void vkGetDeviceBufferMemoryRequirements(
    VkDevice device,
    const VkDeviceBufferMemoryRequirements* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);
```

or the equivalent command
void vkGetDeviceBufferMemoryRequirementsKHR(
    VkDevice device,
    const VkDeviceBufferMemoryRequirements* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);

• device is the logical device intended to own the buffer.
• pInfo is a pointer to a VkDeviceBufferMemoryRequirements 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-vkGetDeviceBufferMemoryRequirements-device-parameter
device must be a valid VkDevice handle
• VUID-vkGetDeviceBufferMemoryRequirements-pInfo-parameter
pInfo must be a valid pointer to a valid VkDeviceBufferMemoryRequirements structure
• VUID-vkGetDeviceBufferMemoryRequirements-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;
```
or the equivalent

```c
// Provided by VK_KHR_get_memory_requirements2
typedef VkBufferMemoryRequirementsInfo2 VkBufferMemoryRequirementsInfo2KHR;
```

• 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

The `VkDeviceBufferMemoryRequirements` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkDeviceBufferMemoryRequirements {
    VkStructureType sType;
    const void* pNext;
    const VkBufferCreateInfo* pCreateInfo;
} VkDeviceBufferMemoryRequirements;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance4
typedef VkDeviceBufferMemoryRequirements VkDeviceBufferMemoryRequirementsKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **pCreateInfo** is a pointer to a `VkBufferCreateInfo` structure containing parameters affecting creation of the buffer to query.

### Valid Usage (Implicit)

- VUID-VkDeviceBufferMemoryRequirements-sType-sType
  sType must be `VK_STRUCTURE_TYPE_DEVICE_BUFFER_MEMORY_REQUIREMENTS`
- VUID-VkDeviceBufferMemoryRequirements-pNext-pNext
  pNext must be `NULL`
- VUID-VkDeviceBufferMemoryRequirements-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid `VkBufferCreateInfo` structure

To determine the memory requirements for an image resource, call:

```c
// Provided by VK_VERSION_1_1
void vkGetImageMemoryRequirements2(
    VkDevice device,
    const VkImageMemoryRequirementsInfo2* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);
```
or the equivalent command

```c
// Provided by VK_KHR_get_memory_requirements2
void vkGetImageMemoryRequirements2KHR(
    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

To determine the memory requirements for an image resource without creating an object, call:

```c
// Provided by VK_VERSION_1_3
void vkGetDeviceImageMemoryRequirements(
    VkDevice device,
    const VkDeviceImageMemoryRequirements* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);
```

or the equivalent command

```c
// Provided by VK_KHR_maintenance4
void vkGetDeviceImageMemoryRequirementsKHR(
    VkDevice device,
    const VkDeviceImageMemoryRequirements* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);
```

- `device` is the logical device intended to own the image.
- `pInfo` is a pointer to a `VkDeviceImageMemoryRequirements` 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-vkGetDeviceImageMemoryRequirements-device-parameter
device must be a valid VkDevice handle

- VUID-vkGetDeviceImageMemoryRequirements-pInfo-parameter
pInfo must be a valid pointer to a valid VkDeviceImageMemoryRequirements structure

- VUID-vkGetDeviceImageMemoryRequirements-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;
```
or the equivalent

```c
// Provided by VK_KHR_get_memory_requirements2
typedef VkImageMemoryRequirementsInfo2 VkImageMemoryRequirementsInfo2KHR;
```

- 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-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-01591
  If image was created with a single-plane format, there must not be a VkImagePlaneMemoryRequirementsInfo included in the pNext chain of the VkImageMemoryRequirementsInfo2 structure
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

The VkDeviceImageMemoryRequirements structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkDeviceImageMemoryRequirements {
    VkStructureType sType;
    const void* pNext;
    const VkImageCreateInfo* pCreateInfo;
    VkImageAspectFlagBits planeAspect;
} VkDeviceImageMemoryRequirements;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance4
typedef VkDeviceImageMemoryRequirements VkDeviceImageMemoryRequirementsKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- pCreateInfo is a pointer to a VkImageCreateInfo structure containing parameters affecting creation of the image to query.
- planeAspect is a VkImageAspectFlagBits value specifying the aspect corresponding to the image plane to query. This parameter is ignored unless pCreateInfo->flags has VK_IMAGE_CREATE_DISJOINT_BIT set.

Valid Usage

- **VUID-VkDeviceImageMemoryRequirements-pCreateInfo-06416**
  The pCreateInfo->pNext chain must not contain a VkImageSwapchainCreateInfoKHR structure

- **VUID-VkDeviceImageMemoryRequirements-pCreateInfo-06417**
  If pCreateInfo->format specifies a multi-planar format and pCreateInfo->flags has
**VK_IMAGE_CREATE_DISJOINT_BIT** set then **planeAspect must not be VK_IMAGE_ASPECT_NONE_KHR**

- VUID-VkDeviceImageMemoryRequirements-pCreateInfo-06419
  If **pCreateInfo->flags** has **VK_IMAGE_CREATE_DISJOINT_BIT** set and if the **pCreateInfo->tiling** is **VK_IMAGE_TILING_LINEAR** or **VK_IMAGE_TILING_OPTIMAL**, then **planeAspect must be a single valid multi-planar aspect mask bit**

---

**Valid Usage (Implicit)**

- VUID-VkDeviceImageMemoryRequirements-sType-sType
  **sType must be VK_STRUCTURE_TYPE_DEVICE_IMAGE_MEMORY_REQUIREMENTS**

- VUID-VkDeviceImageMemoryRequirements-pNext-pNext
  **pNext must be NULL**

- VUID-VkDeviceImageMemoryRequirements-pCreateInfo-parameter
  **pCreateInfo must be a valid pointer to a valid VkImageCreateInfo structure**

- VUID-VkDeviceImageMemoryRequirements-planeAspect-parameter
  If **planeAspect is not 0**, **planeAspect must be a valid VkImageAspectFlagBits value**

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;
```

or the equivalent

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkImagePlaneMemoryRequirementsInfo VkImagePlaneMemoryRequirementsInfoKHR;
```

- **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.

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;
```

or the equivalent

```c
// Provided by VK_KHR_get_memory_requirements2
typedef VkMemoryRequirements2 VkMemoryRequirements2KHR;
```

• 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.
The `VkMemoryDedicatedRequirements` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkMemoryDedicatedRequirements {
    VkStructureType sType;
    void* pNext;
    VkBool32 prefersDedicatedAllocation;
    VkBool32 requiresDedicatedAllocation;
} VkMemoryDedicatedRequirements;
```

or the equivalent

```c
// Provided by VK_KHR_dedicated_allocation
typedef VkMemoryDedicatedRequirements VkMemoryDedicatedRequirementsKHR;
```

- **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 vkGetPhysicalDeviceImageFormatProperties2 in VkExternalImageFormatProperties::externalMemoryProperties.externalMemoryFeatures.

- 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,
    VkBuffer buffer,
    VkDeviceMemory memory,
    VkDeviceSize 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.

**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
memoryOffset must be an integer multiple of the alignment member of the VkMemoryRequirements structure returned from a call to vkGetBufferMemoryRequirements with buffer.

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.

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.

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.

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.

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.

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.

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.

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.

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
  - VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

To attach memory to buffer objects for one or more buffers at a time, call:

```c
// Provided by VK_VERSION_1_1
VkResult vkBindBufferMemory2(
  VkDevice device,
  uint32_t bindInfoCount,
  const VkBindBufferMemoryInfo* pBindInfos);
```

or the equivalent command
// Provided by VK_KHR_bind_memory2

```c
VkResult vkBindBufferMemory2KHR(
    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 the `maintenance6` feature is enabled, this command **must** attempt to perform all of the memory binding operations described by `pBindInfos`, and **must** not early exit on the first failure.

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, `VkBindMemoryStatusKHR` structures were not included in the `pNext` chains of each element of `pBindInfos`, 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.

### 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
- VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

`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;
```

or the equivalent

```c
// Provided by VK_KHR_bind_memory2
typedef VkBindBufferMemoryInfo VkBindBufferMemoryInfoKHR;
```

- `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
  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 VkBindBufferMemoryDeviceGroupInfo or VkBindMemoryStatusKHR

- 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;
```

or the equivalent

```c
// Provided by VK_KHR_bind_memory2 with VK_KHR_device_group
typedef VkBindBufferMemoryDeviceGroupInfo VkBindBufferMemoryDeviceGroupInfoKHR;
```

- 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

The VkBindMemoryStatusKHR structure is defined as:

```c
// Provided by VK_KHR_maintenance6
typedef struct VkBindMemoryStatusKHR {
    VkStructureType sType;
    const void* pNext;
    VkResult* pResult;
} VkBindMemoryStatusKHR;
```

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

• **pResult** is a pointer to a **VkResult** value.

If the **pNext** chain of **VkBindBufferMemoryInfo** or **VkBindImageMemoryInfo** includes a **VkBindMemoryStatusKHR** structure, then the **VkBindMemoryStatusKHR::pResult** will be populated with a value describing the result of the corresponding memory binding operation.

---

**Valid Usage (Implicit)**

• **VUID-VkBindMemoryStatusKHR-sType-sType**
  - **sType** **must** be **VK_STRUCTURE_TYPE_BIND_MEMORY_STATUS_KHR**

• **VUID-VkBindMemoryStatusKHR-pResult-parameter**
  - **pResult** **must** be a valid pointer to a **VkResult** value

---

To attach memory to a **VkImage** object created without the **VK_IMAGE_CREATE_DISJOINT_BIT** set, call:

```c
// 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**.

---

**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

- **VUID-vkBindImageMemory-memoryOffset-01048**
  memoryOffset must be an integer multiple of the alignment member of the
  VkMemoryRequirements structure returned from a call to vkGetImageMemoryRequirements
  with image

- **VUID-vkBindImageMemory-size-01049**
  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)**

- **VUID-vkBindImageMemory-device-parameter**
  device must be a valid VkDevice handle
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:

```c
// Provided by VK_VERSION_1_1
VkResult vkBindImageMemory2(
    VkDevice device,
    uint32_t bindInfoCount,
    const VkBindImageMemoryInfo* pBindInfos);
```

or the equivalent command

```c
// Provided by VK_KHR_bind_memory2
VkResult vkBindImageMemory2KHR(
    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 the maintenance feature is enabled, this command must attempt to perform all of the memory binding operations described by pBindInfos, and must not early exit on the first failure.

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, VkBindMemoryStatusKHR structures were not included in the pNext chains of each element of pBindInfos, 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.

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
• VUID-vkBindImageMemory2-bindInfoCount-arraylength
  bindInfoCount must be greater than 0

Return Codes
Success
• VK_SUCCESS
Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
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;
```

or the equivalent

```c
// Provided by VK_KHR_bind_memory2
typedef VkBindImageMemoryInfo VkBindImageMemoryInfoKHR;
```

- **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 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-VkBindImageMemoryInfo-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-VkBindImageMemoryInfo-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-VkBindImageMemoryInfo-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-VkBindImageMemoryInfo-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-VkBindImageMemoryInfo-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-VkBindImageMemoryInfo-pNext-01615**
  If the `pNext` chain does not include a `VkBindImagePlaneMemoryInfo` structure, `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 `vkGetImageMemoryRequirements2` with `image`.

- **VUID-VkBindImageMemoryInfo-pNext-01616**
  If the `pNext` chain does not include a `VkBindImagePlaneMemoryInfo` structure, `memoryOffset` must be an integer multiple of the `alignment` member of the `VkMemoryRequirements` structure returned from a call to `vkGetImageMemoryRequirements2` with `image`.

- **VUID-VkBindImageMemoryInfo-pNext-01617**
  If the `pNext` chain does not include a `VkBindImagePlaneMemoryInfo` structure, 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 `vkGetImageMemoryRequirements2` with the same `image`.

- **VUID-VkBindImageMemoryInfo-pNext-01618**
  If the `pNext` chain includes a `VkBindImagePlaneMemoryInfo` structure, `image` must have been created with the `VK_IMAGE_CREATE_DISJOINT_BIT` bit set.

- **VUID-VkBindImageMemoryInfo-image-07736**
  If `image` was created with the `VK_IMAGE_CREATE_DISJOINT_BIT` bit set, then the `pNext` chain must include a `VkBindImagePlaneMemoryInfo` structure.

- **VUID-VkBindImageMemoryInfo-pNext-01619**
  If the `pNext` chain includes a `VkBindImagePlaneMemoryInfo` structure, `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 vkGetImageMemoryRequirements2 with image and where VkBindImagePlaneMemoryInfo::planeAspect corresponds to the VkImagePlaneMemoryRequirementsInfo::planeAspect in the VkImageMemoryRequirementsInfo2 structure's pNext chain

• VUID-VkBindImageMemoryInfo-pNext-01620
  If the pNext chain includes a VkBindImagePlaneMemoryInfo structure, memoryOffset must be an integer multiple of the alignment member of the VkMemoryRequirements structure returned from a call to vkGetImageMemoryRequirements2 with image and where VkBindImagePlaneMemoryInfo::planeAspect corresponds to the VkImagePlaneMemoryRequirementsInfo::planeAspect in the VkImageMemoryRequirementsInfo2 structure's pNext chain

• VUID-VkBindImageMemoryInfo-pNext-01621
  If the pNext chain includes a VkBindImagePlaneMemoryInfo structure, 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 vkGetImageMemoryRequirements2 with the same image and where VkBindImagePlaneMemoryInfo::planeAspect corresponds to the VkImagePlaneMemoryRequirementsInfo::planeAspect in the VkImageMemoryRequirementsInfo2 structure's pNext chain

• VUID-VkBindImageMemoryInfo-pNext-01626
  If the pNext chain includes a VkBindImageMemoryDeviceGroupInfo structure, all instances of memory specified by VkBindImageMemoryDeviceGroupInfo::pDeviceIndices must have been allocated

• VUID-VkBindImageMemoryInfo-pNext-01627
  If the pNext chain includes a VkBindImageMemoryDeviceGroupInfo structure, and VkBindImageMemoryDeviceGroupInfo::splitInstanceBindRegionCount is not zero, then image must have been created with the VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT bit set

• VUID-VkBindImageMemoryInfo-pNext-01628
  If the pNext chain includes a VkBindImageMemoryDeviceGroupInfo structure, all elements of VkBindImageMemoryDeviceGroupInfo::pSplitInstanceBindRegions must be valid rectangles contained within the dimensions of image

• VUID-VkBindImageMemoryInfo-pNext-01629
  If the pNext chain includes a VkBindImageMemoryDeviceGroupInfo structure, the union of the areas of all elements of VkBindImageMemoryDeviceGroupInfo::pSplitInstanceBindRegions that correspond to the same instance of image must cover the entire image

• VUID-VkBindImageMemoryInfo-image-01630
  If image was created with a valid swapchain handle in VkImageSwapchainCreateInfoKHR::swapchain, then the pNext chain must include a VkBindImageMemorySwapchainInfoKHR structure containing the same swapchain handle

• VUID-VkBindImageMemoryInfo-pNext-01631
  If the pNext chain includes a VkBindImageMemorySwapchainInfoKHR structure, memory
must be `VK_NULL_HANDLE`

- VUID-VkBindImageMemoryInfo-pNext-01632
  If the `pNext` chain does not include a `VkBindImageMemorySwapchainInfoKHR` structure, memory must be a valid `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`, `VkBindImagePlaneMemoryInfo`, or `VkBindMemoryStatusKHR`

- 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;
```

or the equivalent

```c
// Provided by VK_KHR_bind_memory2 with VK_KHR_device_group
typedef VkBindImageMemoryDeviceGroupInfo VkBindImageMemoryDeviceGroupInfoKHR;
```

- `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`. 848
• **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]**.

Let N be the number of physical devices in the logical device. If **splitInstanceBindRegionCount** is greater than zero, then **pSplitInstanceBindRegions** is a pointer to an array of N² rectangles, where the image region specified by the rectangle at element *i*N+j in resource instance *i* is bound to the memory instance *j*. The blocks of the memory that are bound to each sparse image block region use an offset in memory, relative to **memoryOffset**, computed as if the whole image was being bound to a contiguous range of memory. In other words, horizontally adjacent image blocks use consecutive blocks of memory, vertically adjacent image blocks are separated by the number of bytes per block multiplied by the width in blocks of **image**, and the block at (0,0) corresponds to memory starting at **memoryOffset**.

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-01633
  At least one of **deviceIndexCount** and **splitInstanceBindRegionCount** must be zero

- 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-01636
  **splitInstanceBindRegionCount** must either be zero or equal to the number of physical devices in the logical device squared

- VUID-VkBindImageMemoryDeviceGroupInfo-pSplitInstanceBindRegions-01637
  Elements of **pSplitInstanceBindRegions** that correspond to the same instance of an image
must not overlap

- VUID-VkBindImageMemoryDeviceGroupInfo-offset-01638
  The offset.x member of any element of pSplitInstanceBindRegions must be a multiple of the sparse image block width (VkSparseImageFormatProperties::imageGranularity.width) of all non-metadata aspects of the image

- VUID-VkBindImageMemoryDeviceGroupInfo-offset-01639
  The offset.y member of any element of pSplitInstanceBindRegions must be a multiple of the sparse image block height (VkSparseImageFormatProperties::imageGranularity.height) of all non-metadata aspects of the image

- VUID-VkBindImageMemoryDeviceGroupInfo-extent-01640
  The extent.width member of any element of pSplitInstanceBindRegions must either be a multiple of the sparse image block width of all non-metadata aspects of the image, or else extent.width + offset.x must equal the width of the image subresource

- VUID-VkBindImageMemoryDeviceGroupInfo-extent-01641
  The extent.height member of any element of pSplitInstanceBindRegions must either be a multiple of the sparse image block height of all non-metadata aspects of the image, or else extent.height + offset.y must equal the height of the image subresource

Valid Usage (Implicit)

- VUID-VkBindImageMemoryDeviceGroupInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORYDEVICE_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, VK_KHR_device_group 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;
```

or the equivalent
typedef VkBindImagePlaneMemoryInfo VkBindImagePlaneMemoryInfoKHR;

- **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 bind.

### 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

### 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:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>resourceA.end = resourceA.memoryOffset + resourceA.size - 1</td>
<td></td>
</tr>
<tr>
<td>resourceA.endPage = resourceA.end &amp; ~(bufferImageGranularity-1)</td>
<td></td>
</tr>
<tr>
<td>resourceB.start = resourceB.memoryOffset</td>
<td></td>
</tr>
<tr>
<td>resourceB.startPage = resourceB.start &amp; ~(bufferImageGranularity-1)</td>
<td></td>
</tr>
</tbody>
</table>

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`.

### 12.9. 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 `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 `VK_SHARING_MODE_CONCURRENT` must only be accessed by queues from the queue families specified through the `queueFamilyIndexCount` and `pQueueFamilyIndices` members of the corresponding create info structures.

### 12.9.1. External Resource Sharing

Resources 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 `VK_SHARING_MODE_EXCLUSIVE` or `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 `VK_SHARING_MODE_EXCLUSIVE` resources between queues, and is also accomplished using `VkBufferMemoryBarrier` or `VkImageMemoryBarrier` operations. To make the contents of the underlying memory accessible in the destination instance or API, applications 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 `dstQueueFamilyIndex` or `srcQueueFamilyIndex` parameters are set to the reserved queue family index `VK_QUEUE_FAMILY_EXTERNAL` or `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 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 `VK_SHARING_MODE_EXCLUSIVE` resource, with one exception: Implementations 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 must not make the contents of memory used by other subresources in the set undefined. An application 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 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 `VK_IMAGE_LAYOUT_UNDEFINED` and binding it to the same region of external memory as the existing images.

*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.

### 12.10. Memory Aliasing

A range of a `VkDeviceMemory` allocation is *aliased* if it is bound to multiple resources simultaneously, as described below, via `vkBindImageMemory`, `vkBindBufferMemory`, via sparse memory bindings, 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\(^a\) and resource\(^b\), bound respectively to memory range\(^A\) and range\(^B\). Let paddedRange\(_A\) and paddedRange\(_B\) be, respectively, range\(_A\) and range\(_B\) aligned to `bufferImageGranularity`. If the resources are both linear or both non-linear (as defined in the *Glossary*), then the resources alias the memory in the intersection of range\(_A\) and range\(_B\). If one resource is linear and the other is non-linear, then the resources alias the memory in the intersection of paddedRange\(_A\) and paddedRange\(_B\).

Applications can alias memory, but use of multiple aliases is subject to several constraints.

*Note*

Memory aliasing can be useful to reduce the total device memory footprint of an application, if some large resources are used for disjoint periods of time.

When a non-linear, non-`VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` image is bound to an aliased range, all image subresources of the image 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 `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 `VK_IMAGE_LAYOUT_PREINITIALIZED` or `VK_IMAGE_LAYOUT_GENERAL` layouts, are *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 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.
- 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 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 must declare the attachments using the `VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT`, and follow the other rules listed in that section.

**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.

### 12.10.1. Resource Memory Overlap

Applications can safely access a resource concurrently as long as the memory locations do not overlap as defined in 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.

**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.
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,
    const VkSamplerCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSampler* pSampler);
```

- `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.

### Valid Usage

- VUID-vkCreateSampler-maxSamplerAllocationCount-04110
  There must be less than VkPhysicalDeviceLimits::maxSamplerAllocationCount VkSampler objects currently created on the device

### 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-parameter
  If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid VkAllocationCallbacks structure

- 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
• VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR

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**

- `magFilter` values of `VK_FILTER_NEAREST` and `VK_FILTER_LINEAR` directly correspond to `GL_NEAREST` and `GL_LINEAR` magnification filters. `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.

**Valid Usage**

- **VUID-VkSamplerCreateInfo-mipLodBias-01069**
  The absolute value of `mipLodBias` must be less than or equal to `VkPhysicalDeviceLimits::maxSamplerLodBias`

- **VUID-VkSamplerCreateInfo-samplerMipLodBias-04467**
  If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::samplerMipLodBias` is `VK_FALSE`, `mipLodBias` must be zero

- **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

- **VUID-VkSamplerCreateInfo-minFilter-01645**
  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`

- **VUID-VkSamplerCreateInfo-unnormalizedCoordinates-01072**
  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, minLod and maxLod must be zero.

If unnormalizedCoordinates is VK_TRUE, addressModeU and addressModeV must each be either VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE or VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_BORDER.

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 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 compareEnable is VK_TRUE, the reductionMode member of VkSamplerReductionModeCreateInfo must be VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE.

Valid Usage (Implicit)

sType must be VK_STRUCTURE_TYPE_SAMPLER_CREATE_INFO.
• **VUID-VkSamplerCreateInfo-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 `VkSamplerReductionModeCreateInfo` or `VkSamplerYcbcrConversionInfo`.

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

• **VUID-VkSamplerCreateInfo-flags-zerobitmask**
  `flags` **must** be 0.

• **VUID-VkSamplerCreateInfo-magFilter-parameter**
  `magFilter` **must** be a valid `VkFilter` value.

• **VUID-VkSamplerCreateInfo-minFilter-parameter**
  `minFilter` **must** be a valid `VkFilter` value.

• **VUID-VkSamplerCreateInfo-mipmapMode-parameter**
  `mipmapMode` **must** be a valid `VkSamplerMipmapMode` value.

• **VUID-VkSamplerCreateInfo-addressModeU-parameter**
  `addressModeU` **must** be a valid `VkSamplerAddressMode` value.

• **VUID-VkSamplerCreateInfo-addressModeV-parameter**
  `addressModeV` **must** be a valid `VkSamplerAddressMode` value.

• **VUID-VkSamplerCreateInfo-addressModeW-parameter**
  `addressModeW` **must** be a valid `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.

```
#define VK_LOD_CLAMP_NONE 1000.0F
```

Bits which **can** be set in `VkSamplerCreateInfo::flags`, specifying additional parameters of a sampler, are:

```
// Provided by VK_VERSION_1_0
typedef enum VkSamplerCreateFlagBits {
} VkSamplerCreateFlagBits;

// 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:
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:

```c
// 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:
typedef enum VkFilter {
    VK_FILTER_NEAREST = 0,
    VK_FILTER_LINEAR = 1,
} VkFilter;

• VK_FILTER_NEAREST specifies nearest filtering.
• VK_FILTER_LINEAR specifies linear 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_KHR_sampler_mirror_clamp_to_edge
    VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE_KHR = VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE,
} 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 `vkCmdSetStencilOp::compareOp` or `VkStencilOpState::compareOp`.
- The *Depth Comparison* operator for the *depth test*, specified by `vkCmdSetDepthCompareOp::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:
typedef enum VkBorderColor {
    VK_BORDER_COLOR_FLOAT_TRANSPARENT_BLACK = 0,
    VK_BORDER_COLOR_INT_TRANSPARENT_BLACK = 1,
    VK_BORDER_COLOR_FLOAT_OPAQUE_BLACK = 2,
    VK_BORDER_COLOR_INT_OPAQUE_BLACK = 3,
    VK_BORDER_COLOR_FLOAT_OPAQUE_WHITE = 4,
    VK_BORDER_COLOR_INT_OPAQUE_WHITE = 5,
} 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.

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

- VUID-vkDestroySampler-sampler-01083
  If **VkAllocationCallbacks** were provided when **sampler** was created, a compatible set of callbacks must be provided here

- VUID-vkDestroySampler-sampler-01084
  If no **VkAllocationCallbacks** were provided when **sampler** was created, **pAllocator** must be **NULL**
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-parameter**
  - If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- **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;
```

or the equivalent

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkSamplerYcbcrConversionInfo VkSamplerYcbcrConversionInfoKHR;
```

- `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)
```

or the equivalent

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkSamplerYcbcrConversion VkSamplerYcbcrConversionKHR;
```

To create a `VkSamplerYcbcrConversion`, call:

```c
// Provided by VK_VERSION_1_1
VkResult vkCreateSamplerYcbcrConversion(  
    VkDevice device,  
    const VkSamplerYcbcrConversionCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkSamplerYcbcrConversion* pYcbcrConversion);
```

or the equivalent command

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
VkResult vkCreateSamplerYcbcrConversionKHR(  
    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’CbCr conversion is returned.

The interpretation of the configured sampler Y’CbCr conversion is described in more detail in the description of sampler Y’CbCr conversion in the Image Operations chapter.

### Valid Usage

- **VUID-vkCreateSamplerYcbcrConversion-None-01648**
  The `samplerYcbcrConversion` feature must be enabled

### 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-parameter**
  If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- **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:
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;

or the equivalent

typedef VkSamplerYcbcrConversionCreateInfo VkSamplerYcbcrConversionCreateInfoKHR;

• **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
Sampler Y’CbCr conversion objects do not support external format conversion without additional extensions defining external formats.

Valid Usage

1. VUID-VkSamplerYcbcrConversionCreateInfo-format-04061
   - Format must represent unsigned normalized values (i.e. the format must be a UNORM format)

2. VUID-VkSamplerYcbcrConversionCreateInfo-format-01650
   - The potential format features of the sampler Y’CbCr conversion must support VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT or VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT

3. VUID-VkSamplerYcbcrConversionCreateInfo-xChromaOffset-01651
   - If the potential format features of the sampler Y’CbCr 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

4. VUID-VkSamplerYcbcrConversionCreateInfo-xChromaOffset-01652
   - If the potential format features of the sampler Y’CbCr 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

5. VUID-VkSamplerYcbcrConversionCreateInfo-components-02581
   - If the format has a _422 or _420 suffix, then components.g must be the identity swizzle

6. 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

7. 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

8. 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

9. 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

10. 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

11. 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.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-forceExplicitReconstruction-01656}
  If the potential format features of the sampler Y’C’B’R conversion do not support `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT` forceExplicitReconstruction must be `VK_FALSE`.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-chromaFilter-01657}
  If the potential format features of the sampler Y’C’B’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)

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-sType-sType} sType must be `VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_CREATE_INFO`.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-pNext-pNext} pNext must be NULL.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-format-parameter} format must be a valid `VkFormat` value.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-ycbcrModel-parameter} ycbcrModel must be a valid `VkSamplerYcbcrModelConversion` value.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-ycbcrRange-parameter} ycbcrRange must be a valid `VkSamplerYcbcrRange` value.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-components-parameter} components must be a valid `VkComponentMapping` structure.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-xChromaOffset-parameter} xChromaOffset must be a valid `VkChromaLocation` value.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-yChromaOffset-parameter} yChromaOffset must be a valid `VkChromaLocation` value.

- \textbf{VUID-VkSamplerYcbcrConversionCreateInfo-chromaFilter-parameter} 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’B’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
typedef 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,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY_KHR =
        VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_IDENTITY_KHR =
        VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_IDENTITY,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_709_KHR =
        VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_709,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_601_KHR =
        VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_601,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020_KHR =
        VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020,
} VkSamplerYcbcrModelConversion;
```

or the equivalent

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkSamplerYcbcrModelConversion VkSamplerYcbcrModelConversionKHR;
```

- **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.

- **VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020** specifies the color model conversion from Y’C_bC_r to R’G’B’ defined in BT.2020 and described in the “BT.2020 Y’C_bC_r 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’C_bC_r 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:

```c
// Provided by VK_VERSION_1_1
typedef enum VkSamplerYcbcrRange {
    VK_SAMPLER_YCBCR_RANGE_ITU_FULL = 0,
    VK_SAMPLER_YCBCR_RANGE_ITU_NARROW = 1,
} VkSamplerYcbcrRange;
```

or the equivalent

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkSamplerYcbcrRange VkSamplerYcbcrRangeKHR;
```

- **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:

```c
// Provided by VK_VERSION_1_1
typedef enum VkChromaLocation {
    VK_CHROMA_LOCATION_COSITED_EVEN = 0,
    VK_CHROMA_LOCATION_MIDPOINT = 1,
} VkChromaLocation;
```

or the equivalent

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkChromaLocation VkChromaLocationKHR;
```

- $VK_CHROMA_LOCATION_COSITED_EVEN$ 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 $Y'CbCr$ conversion, call:

```c
// Provided by VK_VERSION_1_1
void vkDestroySamplerYcbcrConversion(
    VkDevice device,
    VkSamplerYcbcrConversion ycbcrConversion,
    const VkAllocationCallbacks* pAllocator);
```

or the equivalent command

```c
// Provided by VK_KHR_sampler_ycbcr_conversion
void vkDestroySamplerYcbcrConversionKHR(
    VkDevice device,
    VkSamplerYcbcrConversion ycbcrConversion,
    const VkAllocationCallbacks* pAllocator);
```

- $device$ is the logical device that destroys the $Y'CbCr$ 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-parameter**
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- **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
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**
- **VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT**

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**
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.

### 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. Inline Uniform Block

An *inline uniform block* (**VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK**) is almost identical to a uniform buffer, and differs only in taking its storage directly from the encompassing descriptor set instead of being backed by buffer memory. It is typically used to access a small set of constant data that does not require the additional flexibility provided by the indirection enabled when using a uniform buffer where the descriptor and the referenced buffer memory are decoupled. Compared to push constants, they allow reusing the same set of constant data across multiple disjoint sets of drawing and dispatching commands.

Inline uniform block descriptors cannot be aggregated into arrays. Instead, the array size specified for an inline uniform block descriptor binding specifies the binding's capacity in bytes.

### 14.1.12. 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
- VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR

14.1.13. Acceleration Structure

An acceleration structure (VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR) is a descriptor type that is used to retrieve scene geometry from within shaders that are used for ray traversal. Shaders have read-only access to the memory.

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:
To create descriptor set layout objects, call:

```c
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.

**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`.

**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-parameter
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- 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_OF_DEVICE_MEMORY

Information about the descriptor set layout is passed in a VkDescriptorSetLayoutCreateInfo structure:

```
// Provided by VK_VERSION_1_0
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 of VkDescriptorSetLayoutCreateFlagBits 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-00280**
  If **flags** contains VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR, then all elements of **pBindings** must not have a descriptorType of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC.

- **VUID-VkDescriptorSetLayoutCreateInfo-flags-00281**
  If **flags** contains VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR, then the total
number of elements of all bindings **must** be less than or equal to `VkPhysicalDevicePushDescriptorPropertiesKHR::maxPushDescriptors`

- **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`

## 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`

- **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 VkDescriptorSetLayoutCreateInfo::flags { 
    // Provided by VK_VERSION_1_2
    VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT = 0x00000002,
    // Provided by VK_KHR_push_descriptor
    VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR = 0x00000001,
} VkDescriptorSetLayoutCreateInfo::flags;
```

- **VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR** specifies that descriptor sets **must** not be allocated using this layout, and descriptors are instead pushed by `vkCmdPushDescriptorSetKHR`.

- **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
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.

```
// 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:

```
// Provided by VK_VERSION_1_0
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, except if `descriptorType` is `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` in which case `descriptorCount` is the size in bytes of the inline uniform block. 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-descriptorType-04604
  If the inlineUniformBlock feature is not enabled, descriptorType must not be VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK.

- VUID-VkDescriptorsetLayoutBinding-descriptorType-02209
  If descriptorType is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK then descriptorCount must be a multiple of 4.

- VUID-VkDescriptorsetLayoutBinding-descriptorType-08004
  If descriptorType is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK then descriptorCount must be less than or equal to VkPhysicalDeviceInlineUniformBlockProperties::maxInlineUniformBlockSize.

- 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.
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:

```c
// Provided by VK_VERSION_1_2
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-flags-03003
  
  If VkDescriptorSetLayoutCreateInfo::flags includes VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR, then all elements of pBindingFlags must not include VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT, VK_DESCRIPTOR_BINDING_UPDATE_UNUSED WHILE_PENDING_BIT, or VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT

- 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

- 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-
descriptorBindingInlineUniformBlockUpdateAfterBind-02211
  If VkPhysicalDeviceInlineUniformBlockFeatures
  ::descriptorBindingInlineUniformBlockUpdateAfterBind is not enabled, all bindings with
descriptor type VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK must not use
VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT
If \(VkPhysicalDeviceAccelerationStructureFeaturesKHR::\)\#descriptorBindingAccelerationStructureUpdateAfterBind is not enabled, all bindings with descriptor type \(VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR\) or \(VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_NV\) 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:
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 `vkUpdateDescriptorSetWithTemplateKHR` and `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, except for descriptor bindings with a descriptor type of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK**. In this case, descriptorCount specifies the upper bound on the byte size of the binding; thus it counts against the `maxInlineUniformTotalSize` limit instead.

---

<i>Note</i>

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, 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.

// 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:

// Provided by VK_VERSION_1_1
void vkGetDescriptorSetLayoutSupport(
    VkDevice device,
    const VkDescriptorSetLayoutCreateInfo* pCreateInfo,
    VkDescriptorSetLayoutSupport* pSupport);

or the equivalent command

// Provided by VK_KHR_maintenance3
void vkGetDescriptorSetLayoutSupportKHR(
    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;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance3
typedef VkDescriptorSetLayoutSupport VkDescriptorSetLayoutSupportKHR;
```

- `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 highest numbered binding of the layout has a descriptor type of `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` then maxVariableDescriptorCount indicates the maximum byte size supported for the binding, 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 four if descriptorType is `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK`, or one otherwise, 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

```spir-v
...%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
```
API example

```c
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,
    }
};
```
```cpp
.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:

```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**

- `VUID-vkDestroyDescriptorSetLayout-descriptorSetLayout-00284`
If `VkAllocationCallbacks` were provided when `descriptorSetLayout` was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyDescriptorSetLayout-descriptorSetLayout-00285

If no `VkAllocationCallbacks` were provided when `descriptorSetLayout` was created, `pAllocator` must be `NULL`

### 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-parameter
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- 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:
// 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.

### 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-parameter
  - If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
- 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:
// Provided by VK_VERSION_1_0

typedef struct VkPipelineLayoutCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineLayoutCreateFlags 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**

Push constants represent a high speed path to modify constant data in pipelines that is expected to outperform memory-backed resource updates.

### 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 `VkPhysicalDeviceInlineUniformBlockProperties::maxPerStageDescriptorInlineUniformBlocks`

- **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` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceLimits::maxDescriptorSetUniformBuffers`
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`
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`

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`

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`

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`

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`

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`

The total number of bindings with a `descriptorType` of `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceInlineUniformBlockProperties::maxDescriptorSetUpdateAfterBindInlineUniformBlocks`

The total number of descriptors with a `descriptorType` of `904`
VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceVulkan13Properties::maxInlineUniformTotalSize

- VUID-VkPipelineLayoutCreateInfo-pPushConstantRanges-00292
  Any two elements of pPushConstantRanges must not include the same stage in stageFlags

- VUID-VkPipelineLayoutCreateInfo-pSetLayouts-00293
  pSetLayouts must not contain more than one descriptor set layout that was created with VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR set

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03571
  The total number of bindings 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_ACCELERATION_STRUCTURE_KHR accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxPerStageDescriptorAccelerationStructures

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03572
  The total number of bindings with a descriptorType of VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxPerStageDescriptorUpdateAfterBindAccelerationStructures

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03573
  The total number of bindings 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_ACCELERATION_STRUCTURE_KHR accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxDescriptorSetAccelerationStructures

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03574
  The total number of bindings with a descriptorType of VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxDescriptorSetUpdateAfterBindAccelerationStructures

- VUID-VkPipelineLayoutCreateInfo-graphicsPipelineLibrary-06753
  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
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 set layouts 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 13. Pipeline Layout Resource Limits

<table>
<thead>
<tr>
<th>Total Resources Available</th>
<th>Resource Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxDescriptorSetSamplers or maxDescriptorSetUpdateAfterBindSamplers</td>
<td>sampler</td>
</tr>
<tr>
<td></td>
<td>combined image sampler</td>
</tr>
</tbody>
</table>
### Total Resources Available

<table>
<thead>
<tr>
<th>Resource Types</th>
<th>Resource Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>sampled image</td>
<td>combined image sampler</td>
</tr>
<tr>
<td>uniform texel buffer</td>
<td></td>
</tr>
<tr>
<td>storage image</td>
<td>storage texel buffer</td>
</tr>
<tr>
<td>uniform buffer</td>
<td>uniform buffer dynamic</td>
</tr>
<tr>
<td>storage buffer</td>
<td>storage buffer dynamic</td>
</tr>
<tr>
<td>storage buffer dynamic</td>
<td></td>
</tr>
<tr>
<td>input attachment</td>
<td>inline uniform block</td>
</tr>
<tr>
<td>acceleration structure</td>
<td></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-00299
  If VkAllocationCallbacks were provided when pipelineLayout was created, a compatible
set of callbacks must be provided here

- VUID-vkDestroyPipelineLayout-pipelineLayout-00300
  If no VkAllocationCallbacks were provided when pipelineLayout was created, pAllocator must be NULL

- 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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- 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**

```c
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,
};
```
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`.

**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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- 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:

```c
// 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

- VUID-VkDescriptorPoolCreateInfo-pPoolSizes-09424
  If pPoolSizes contains a descriptorType of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, the pNext chain must include a VkDescriptorPoolInlineUniformBlockCreateInfo structure whose maxInlineUniformBlockBindings member is not zero

### 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 or a pointer to a valid instance of VkDescriptorPoolInlineUniformBlockCreateInfo

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

- 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

In order to be able to allocate descriptor sets having inline uniform block bindings the descriptor
pool must be created with specifying the inline uniform block binding capacity of the descriptor pool, in addition to the total inline uniform data capacity in bytes which is specified through a `VkDescriptorPoolSize` structure with a `descriptorType` value of `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK`. This can be done by adding a `VkDescriptorPoolInlineUniformBlockCreateInfo` structure to the `pNext` chain of `VkDescriptorPoolCreateInfo`.

The `VkDescriptorPoolInlineUniformBlockCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkDescriptorPoolInlineUniformBlockCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t maxInlineUniformBlockBindings;
} VkDescriptorPoolInlineUniformBlockCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `maxInlineUniformBlockBindings` is the number of inline uniform block bindings to allocate.

### Valid Usage (Implicit)

- `VUID-VkDescriptorPoolInlineUniformBlockCreateInfo-sType-sType` 
  - `sType must be VK_STRUCTURE_TYPE_DESCRIPTOR_POOL_INLINE_UNIFORM_BLOCK_CREATE_INFO`

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,
    // Provided by VK_VERSION_1_2
    VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT = 0x00000002,
} VkDescriptorPoolCreateFlagBits;
```

- `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.
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. If **type** is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK then **descriptorCount** is the number of bytes to allocate for descriptors of this type.

**Note**

When creating a descriptor pool that will contain descriptors for combined image samplers of multi-planar formats, an application needs to account for non-trivial descriptor consumption when choosing the **descriptorCount** value, as indicated by VkSamplerYcbcrConversionImageFormatProperties::combinedImageSamplerDescriptorCount.

For simplicity the application can use the VkPhysicalDeviceMaintenance6PropertiesKHR::maxCombinedImageSamplerDescriptorCount property, which is sized to accommodate any and all formats that require a sampler Y’C_bC_r conversion supported by the implementation.

## Valid Usage

- **VUID-VkDescriptorPoolSize-descriptorCount-00302**
  
  **descriptorCount** must be greater than 0

- **VUID-VkDescriptorPoolSize-type-02218**
  
  If **type** is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK then **descriptorCount** must be a multiple of 4

## Valid Usage (Implicit)

- **VUID-VkDescriptorPoolSize-type-parameter**
  
  **type** must be a valid VkDescriptorType value
To destroy a descriptor pool, call:

```c
// Provided by VK_VERSION_1_0
define vkDestroyDescriptorPool
    VkDevice device,
    VkDescriptorPool descriptorPool,
    const VkAllocationCallbacks* pAllocator);
```

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

When a pool is destroyed, all descriptor sets allocated from the pool are implicitly freed and become invalid. Descriptor sets allocated from a given pool do not need to be freed before destroying that descriptor pool.

### Valid Usage

- VUID-vkDestroyDescriptorPool-descriptorPool-00303
  All submitted commands that refer to `descriptorPool` (via any allocated descriptor sets) must have completed execution

- VUID-vkDestroyDescriptorPool-descriptorPool-00304
  If `VkAllocationCallbacks` were provided when `descriptorPool` was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyDescriptorPool-descriptorPool-00305
  If no `VkAllocationCallbacks` were provided when `descriptorPool` was created, `pAllocator` must be `NULL`

### Valid Usage (Implicit)

- VUID-vkDestroyDescriptorPool-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkDestroyDescriptorPool-descriptorPool-parameter
  If `descriptorPool` is not `VK_NULL_HANDLE`, `descriptorPool` must be a valid `VkDescriptorPool` handle

- VUID-vkDestroyDescriptorPool-pAllocator-parameter
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- VUID-vkDestroyDescriptorPool-parent
  If `descriptorPool` is a valid handle, it must have been created, allocated, or retrieved from `device`
Host Synchronization

- Host access to descriptorPool must be externally synchronized

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.
- Descriptor bindings with descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK can be undefined when the descriptor set is consumed; though values in that block will be undefined.
- 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.

Additionally, the allocation **may** also fail if a call to `vkAllocateDescriptorSets` would cause the total number of inline uniform block bindings allocated from the pool to exceed the value of `VkDescriptorPoolInlineUniformBlockCreateInfo::maxInlineUniformBlockBindings` used to create the descriptor pool.

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.

### 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-apiVersion-07895**
  If the `VK_KHR_maintenance1` extension is not enabled and `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, **descriptorSetCount** must not be greater than the number of sets that are currently available for allocation in `descriptorPool`.

- **VUID-VkDescriptorSetAllocateInfo-apiVersion-07896**
  If the `VK_KHR_maintenance1` extension is not enabled and `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, **descriptorPool** must have enough free descriptor capacity remaining to allocate the descriptor sets of the specified layouts.

- **VUID-VkDescriptorSetAllocateInfo-pSetLayouts-00308**
  Each element of **pSetLayouts** must not have been created with `VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR` set.

- **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 the variable-sized descriptor binding in the corresponding descriptor set layout has a descriptor type of \( VK_{\text{DESCRIPTOR\_TYPE\_INLINE\_UNIFORM\_BLOCK}} \) then \( p_{\text{DescriptorCounts}}[i] \) specifies the binding’s capacity in bytes. If \( \text{VkDescriptorSetAllocateInfo}::p_{\text{SetLayouts}}[i] \) 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 \( \text{VkDescriptorSetAllocateInfo}::\text{descriptorSetCount} \)

### Valid Usage (Implicit)

- VUID-VkDescriptorSetVariableDescriptorCountAllocateInfo-sType-sType
  
  \( \text{sType} \) must be \( VK_{\text{STRUCTURE\_TYPE\_DESCRIPTOR\_SET\_VARIABLE\_DESCRIPTOR\_COUNT\_ALLOCATE\_INFO}} \)

- VUID-VkDescriptorSetVariableDescriptorCountAllocateInfo-pDescriptorCounts-parameter
  
  If \( \text{descriptorSetCount} \) is not 0, \( \text{pDescriptorCounts} \) 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);
```

- \( \text{device} \) is the logical device that owns the descriptor pool.
- \( \text{descriptorPool} \) is the descriptor pool from which the descriptor sets were allocated.
- \( \text{descriptorSetCount} \) is the number of elements in the \( \text{pDescriptorSets} \) array.
- \( \text{pDescriptorSets} \) is a pointer to an array of handles to \( \text{VkDescriptorSet} \) objects.

After calling \( \text{vkFreeDescriptorSets} \), all descriptor sets in \( \text{pDescriptorSets} \) are invalid.

### Valid Usage

- VUID-vkFreeDescriptorSets-pDescriptorSets-00309
  
  All submitted commands that refer to any element of \( \text{pDescriptorSets} \) 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`
 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
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 \( \text{pDescriptorWrites}[i].\text{descriptorType} \) is 
  \( \text{VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER} \) or \( \text{VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER} \),
  elements of the \( \text{pTexelBufferView} \) member of \( \text{pDescriptorWrites}[i] \) must have been created on device.

• VUID-vkUpdateDescriptorSets-pDescriptorWrites-06237
  For each element \( i \) where \( \text{pDescriptorWrites}[i].\text{descriptorType} \) is 
  \( \text{VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER} \), \( \text{VK_DESCRIPTOR_TYPE_STORAGE_BUFFER} \), 
  \( \text{VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC} \), or \( \text{VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC} \), 
  the buffer member of any element of the \( \text{pBufferInfo} \) member of \( \text{pDescriptorWrites}[i] \) must have been created on device.

• VUID-vkUpdateDescriptorSets-pDescriptorWrites-06238
  For each element \( i \) where \( \text{pDescriptorWrites}[i].\text{descriptorType} \) is 
  \( \text{VK_DESCRIPTOR_TYPE_SAMPLER} \) or \( \text{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER} \), and 
  \( \text{dstSet} \) was not allocated with a layout that included immutable samplers for \( \text{dstBinding} \) with 
  \( \text{descriptorType} \), the sampler member of any element of the \( \text{pImageInfo} \) member of 
  \( \text{pDescriptorWrites}[i] \) must have been created on device.

• VUID-vkUpdateDescriptorSets-pDescriptorWrites-06239
  For each element \( i \) where \( \text{pDescriptorWrites}[i].\text{descriptorType} \) is 
  \( \text{VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE} \), \( \text{VK_DESCRIPTOR_TYPE_STORAGE_IMAGE} \), 
  \( \text{VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT} \), or \( \text{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER} \) 
  the imageView member of any element of \( \text{pDescriptorWrites}[i] \) must have been created on device.

• VUID-vkUpdateDescriptorSets-pDescriptorWrites-06240
  For each element \( i \) where \( \text{pDescriptorWrites}[i].\text{descriptorType} \) is 
  \( \text{VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR} \), elements of the \( \text{pAccelerationStructures} \) 
  member of a \( \text{VkWriteDescriptorSetAccelerationStructureKHR} \) structure in the \( \text{pNext} \) chain 
  of \( \text{pDescriptorWrites}[i] \) must have been created on device.

• VUID-vkUpdateDescriptorSets-pDescriptorWrites-06493
  For each element \( i \) where \( \text{pDescriptorWrites}[i].\text{descriptorType} \) is 
  \( \text{VK_DESCRIPTOR_TYPE_SAMPLER} \), \( \text{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER} \), 
  \( \text{VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE} \), \( \text{VK_DESCRIPTOR_TYPE_STORAGE_IMAGE} \), or 
  \( \text{VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT} \), \( \text{pDescriptorWrites}[i].\text{pImageInfo} \) must be a valid 
  pointer to an array of \( \text{pDescriptorWrites}[i].\text{descriptorCount} \) valid \( \text{VkDescriptorImageInfo} \) 
  structures.

• VUID-vkUpdateDescriptorSets-None-03047
  The \( \text{dstSet} \) member of each element of \( \text{pDescriptorWrites} \) or \( \text{pDescriptorCopies} \) for 
  bindings which were created without the \( \text{VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT} \) or 
  \( \text{VK_DESCRIPTOR_BINDING_UPDATE_UNUSED WHILE_PENDING_BIT} \) 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
  invalid.
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. If the descriptor binding identified by dstSet and dstBinding has a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK then dstArrayElement specifies the starting byte offset within the binding.
- **descriptorCount** is the number of descriptors to update. If the descriptor binding identified by dstSet and dstBinding has a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, then descriptorCount specifies the number of bytes to update. Otherwise, descriptorCount is one of
  - the number of elements in pImageInfo
  - the number of elements in pBufferInfo
the number of elements in pTexelBufferView

a value matching the dataSize member of a VkWriteDescriptorSetInlineUniformBlock structure in the pNext chain

a value matching the accelerationStructureCount of a VkWriteDescriptorSetAccelerationStructureKHR structure in the pNext chain

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, or none of them in case descriptorType is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, in which case the source data for the descriptor writes is taken from the VkWriteDescriptorSetInlineUniformBlock structure included in the pNext chain of VkWriteDescriptorSet, or if descriptorType is VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR, in which case the source data for the descriptor writes is taken from the VkWriteDescriptorSetAccelerationStructureKHR structure in the pNext chain of VkWriteDescriptorSet, as specified below.

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.

Note
The same behavior applies to bindings with a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK where descriptorCount specifies the number of bytes to update while dstArrayElement specifies the starting byte offset, thus in this case if the dstBinding has a smaller byte size than the sum of dstArrayElement and descriptorCount, then the remainder will be used to update the subsequent binding - dstBinding+1 starting at offset zero. This falls out as a special case of the above rule.

Valid Usage

• VUID-VkWriteDescriptorSet-dstBinding-00315
\textbf{dstBinding must} be less than or equal to the maximum value of binding of all \texttt{VkDescriptorSetLayoutBinding} structures specified when \texttt{dstSet}'s descriptor set layout was created

- \texttt{VUID-VkWriteDescriptorSet-dstBinding-00316}
  \texttt{dstBinding must} be a binding with a non-zero \texttt{descriptorCount}

- \texttt{VUID-VkWriteDescriptorSet-descriptorCount-00317}
  All consecutive bindings updated via a single \texttt{VkWriteDescriptorSet} structure, except those with a \texttt{descriptorCount} of zero, \textbf{must} have identical \texttt{descriptorType} and \texttt{stageFlags}

- \texttt{VUID-VkWriteDescriptorSet-descriptorCount-00318}
  All consecutive bindings updated via a single \texttt{VkWriteDescriptorSet} structure, except those with a \texttt{descriptorCount} of zero, \textbf{must} all either use immutable samplers or \textbf{must} all not use immutable samplers

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-00319}
  \texttt{descriptorType must} match the type of \texttt{dstBinding} within \texttt{dstSet}

- \texttt{VUID-VkWriteDescriptorSet-dstSet-00320}
  \texttt{dstSet must} be a valid \texttt{VkDescriptorSet} handle

- \texttt{VUID-VkWriteDescriptorSet-dstArrayElement-00321}
  The sum of \texttt{dstArrayElement} and \texttt{descriptorCount} \textbf{must} be less than or equal to the number of array elements in the descriptor set binding specified by \texttt{dstBinding}, and all applicable consecutive bindings, as described by \textit{consecutive binding updates}

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-02219}
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK}, \texttt{dstArrayElement must} be an integer multiple of 4

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-02220}
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK}, \texttt{descriptorCount must} be an integer multiple of 4

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-02994}
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER} or \texttt{VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER}, each element of \texttt{pTexelBufferView must} be either a valid \texttt{VkBufferView} handle or \texttt{VK_NULL_HANDLE}

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-02995}
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER} or \texttt{VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER} and the nullDescriptor feature is not enabled, each element of \texttt{pTexelBufferView must} not be \texttt{VK_NULL_HANDLE}

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-00324}
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER}, \texttt{VK_DESCRIPTOR_TYPE_STORAGE_BUFFER}, \texttt{VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC}, or \texttt{VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC}, \texttt{pBufferInfo must} be a valid pointer to an array of \texttt{descriptorCount valid VkDescriptorBufferInfo} structures

- \texttt{VUID-VkWriteDescriptorSet-descriptorType-00325}
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_SAMPLER} or \texttt{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER}, and \texttt{dstSet} was not allocated with a layout that included immutable samplers for \texttt{dstBinding} with \texttt{descriptorType}, the \texttt{Sampler}
member of each element of \texttt{pImageInfo} must be a valid \texttt{VkSampler} object

- **VUID-VkWriteDescriptorSet-descriptorType-02996**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER}, \texttt{VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE}, or \texttt{VK_DESCRIPTOR_TYPE_STORAGE_IMAGE}, the \texttt{imageView} member of each element of \texttt{pImageInfo} must be either a valid \texttt{VkImageView} handle or \texttt{VK_NULL_HANDLE}

- **VUID-VkWriteDescriptorSet-descriptorType-02997**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER}, \texttt{VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE}, or \texttt{VK_DESCRIPTOR_TYPE_STORAGE_IMAGE}, and the \texttt{nullDescriptor} feature is not enabled, the \texttt{imageView} member of each element of \texttt{pImageInfo} must not be \texttt{VK_NULL_HANDLE}

- **VUID-VkWriteDescriptorSet-descriptorType-07683**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT}, the \texttt{imageView} member of each element of \texttt{pImageInfo} must not be \texttt{VK_NULL_HANDLE}

- **VUID-VkWriteDescriptorSet-descriptorType-02221**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK}, the \texttt{pNext} chain must include a \texttt{VkWriteDescriptorSetInlineUniformBlock} structure whose \texttt{dataSize} member equals \texttt{descriptorCount}

- **VUID-VkWriteDescriptorSet-descriptorType-02382**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR}, the \texttt{pNext} chain must include a \texttt{VkWriteDescriptorSetAccelerationStructureKHR} structure whose \texttt{accelerationStructureCount} member equals \texttt{descriptorCount}

- **VUID-VkWriteDescriptorSet-descriptorType-01946**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE}, then the \texttt{imageView} member of each \texttt{pImageInfo} element must have been created without a \texttt{VkSamplerYcbcrConversionInfo} structure in its \texttt{pNext} chain

- **VUID-VkWriteDescriptorSet-descriptorType-02738**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER}, and if any element of \texttt{pImageInfo} has an \texttt{imageView} member that was created with a \texttt{VkSamplerYcbcrConversionInfo} structure in its \texttt{pNext} chain, then \texttt{dstSet} must have been allocated with a layout that included immutable samplers for \texttt{dstBinding}, and the corresponding immutable sampler must have been created with an \textit{identically defined} \texttt{VkSamplerYcbcrConversionInfo} object

- **VUID-VkWriteDescriptorSet-descriptorType-01948**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER}, and \texttt{dstSet} was allocated with a layout that included immutable samplers for \texttt{dstBinding}, then the \texttt{imageView} member of each element of \texttt{pImageInfo} which corresponds to an immutable sampler that enables \texttt{sampler Y'CbCr} conversion must have been created with a \texttt{VkSamplerYcbcrConversionInfo} structure in its \texttt{pNext} chain with an \textit{identically defined} \texttt{VkSamplerYcbcrConversionInfo} to the corresponding immutable sampler

- **VUID-VkWriteDescriptorSet-descriptorType-09506**
  
  If \texttt{descriptorType} is \texttt{VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER}, \texttt{dstSet} was allocated with a layout that included immutable samplers for \texttt{dstBinding}, and those samplers enable \texttt{sampler Y'CbCr} conversion, then \texttt{imageView} must not be \texttt{VK_NULL_HANDLE}
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`.

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`.

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.

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_UNIFORM_BUFFER_BIT` set.

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.

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`, 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`.

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`.

If `descriptorType` is `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER`, the `pTexelBufferView` buffer view usage must include `VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT`.

If `descriptorType` is `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER`, the `pTexelBufferView` buffer view usage must include `VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT`.

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.
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.

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.

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.

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 `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)

- **VUID-VkWriteDescriptorSet-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET`.

- **VUID-VkWriteDescriptorSet-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 `VkWriteDescriptorSetAccelerationStructureKHR` or `VkWriteDescriptorSetInlineUniformBlock`.

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

- **VUID-VkWriteDescriptorSet-descriptorType-parameter**
  
  `descriptorType` must be a valid `VkDescriptorType` value.

- **VUID-VkWriteDescriptorSet-descriptorCount-arraylength**
  
  `descriptorCount` must be greater than 0.
The type of descriptors in a descriptor set is specified by `VkWriteDescriptorSet::descriptorType`, which must be one of the values:

```
// 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,
    // Provided by VK_VERSION_1_3
    VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK = 1000138000,
    // Provided by VK_KHR_acceleration_structure
    VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR = 1000150000,
} 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.
- `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` specifies an inline uniform block.

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.

When updating descriptors with a **descriptorType** of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK**, none of the **pImageInfo**, **pBufferInfo**, or **pTexelBufferView** members are accessed, instead the source data of the descriptor update operation is taken from the `VkWriteDescriptorSetInlineUniformBlock` structure in the `pNext` chain of `VkWriteDescriptorSet`. When updating descriptors with a **descriptorType** of **VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR**, none of the **pImageInfo**, **pBufferInfo**, or **pTexelBufferView** members are accessed, instead the source data of the descriptor update operation is taken from the `VkWriteDescriptorSetAccelerationStructureKHR` structure in the `pNext` chain of `VkWriteDescriptorSet`.

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 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

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 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-imageLayout-09425
  If `imageLayout` 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`

- VUID-VkDescriptorImageInfo-imageLayout-09426
  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` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL`, then the `aspectMask` used to create `imageView` must not include `VK_IMAGE_ASPECT_COLOR_BIT`

- VUID-VkDescriptorImageInfo-imageLayout-00344
  `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`

- VUID-VkDescriptorImageInfo-sampler-01564
  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

- VUID-VkDescriptorImageInfo-mutableComparisonSamplers-04450
  If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::mutableComparisonSamplers` is `VK_FALSE`, then `sampler` must have been created with `VkSamplerCreateInfo::compareEnable` set to `VK_FALSE`

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`
If the `descriptorType` member of `VkWriteDescriptorSet` is `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` then the data to write to the descriptor set is specified through a `VkWriteDescriptorSetInlineUniformBlock` structure included in the `pNext` chain of `VkWriteDescriptorSet`.

The `VkWriteDescriptorSetInlineUniformBlock` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkWriteDescriptorSetInlineUniformBlock {
    VkStructureType sType;
    const void* pNext;
    uint32_t dataSize;
    const void* pData;
} VkWriteDescriptorSetInlineUniformBlock;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `dataSize` is the number of bytes of inline uniform block data pointed to by `pData`.
- `pData` is a pointer to `dataSize` number of bytes of data to write to the inline uniform block.

### Valid Usage

- VUID-VkWriteDescriptorSetInlineUniformBlock-dataSize-02222
  
  `dataSize` must be an integer multiple of 4

### Valid Usage (Implicit)

- VUID-VkWriteDescriptorSetInlineUniformBlock-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET_INLINE_UNIFORM_BLOCK`

- VUID-VkWriteDescriptorSetInlineUniformBlock-pData-parameter
  
  `pData` must be a valid pointer to an array of `dataSize` bytes

- VUID-VkWriteDescriptorSetInlineUniformBlock-dataSize-arraylength
  
  `dataSize` must be greater than 0

The `VkWriteDescriptorSetAccelerationStructureKHR` structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkWriteDescriptorSetAccelerationStructureKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t accelerationStructureCount;
    const VkAccelerationStructureKHR* pAccelerationStructures;
} VkWriteDescriptorSetAccelerationStructureKHR;
```
- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `accelerationStructureCount` is the number of elements in `pAccelerationStructures`.
- `pAccelerationStructures` is a pointer to an array of `VkAccelerationStructureKHR` structures specifying the acceleration structures to update.

### Valid Usage

- VUID-VkWriteDescriptorSetAccelerationStructureKHR-accelerationStructureCount-02236
  accelerationStructureCount **must** be equal to `descriptorCount` in the extended structure.

- VUID-VkWriteDescriptorSetAccelerationStructureKHR-pAccelerationStructures-03579
  Each acceleration structure in `pAccelerationStructures` **must** have been created with a type of `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

- VUID-VkWriteDescriptorSetAccelerationStructureKHR-pAccelerationStructures-03580
  If the `nullDescriptor` feature is not enabled, each element of `pAccelerationStructures` **must** not be `VK_NULL_HANDLE`.

### Valid Usage (Implicit)

- VUID-VkWriteDescriptorSetAccelerationStructureKHR-sType-sType
  `sType` **must** be `VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET_ACCELERATION_STRUCTURE_KHR`.

- VUID-VkWriteDescriptorSetAccelerationStructureKHR-pAccelerationStructures-parameter
  `pAccelerationStructures` **must** be a valid pointer to an array of `accelerationStructureCount` valid or `VK_NULL_HANDLE` `VkAccelerationStructureKHR` handles.

- VUID-VkWriteDescriptorSetAccelerationStructureKHR-accelerationStructureCount-arraylength
  `accelerationStructureCount` **must** be greater than `0`.

The `VkCopyDescriptorSet` structure is defined as:
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. If the descriptor binding identified by **srcSet** and **srcBinding** has a descriptor type of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM BLOCK** then **srcArrayElement** specifies the starting byte offset within the binding to copy from.

• **dstSet**, **dstBinding**, and **dstArrayElement** are the destination set, binding, and array element, respectively. If the descriptor binding identified by **dstSet** and **dstBinding** has a descriptor type of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK** then **dstArrayElement** specifies the starting byte offset within the binding to copy to.

• **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. If the descriptor binding identified by **srcSet** and **srcBinding** has a descriptor type of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK** then **descriptorCount** specifies the number of bytes to copy and the remaining array elements in the source or destination binding refer to the remaining number of bytes in those.

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-srcBinding-02223**
  If the descriptor type of the descriptor set binding specified by srcBinding is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, srcArrayElement must be an integer multiple of 4

- **VUID-VkCopyDescriptorSet-dstBinding-02224**
  If the descriptor type of the descriptor set binding specified by dstBinding is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, dstArrayElement must be an integer multiple of 4

- **VUID-VkCopyDescriptorSet-srcBinding-02225**
  If the descriptor type of the descriptor set binding specified by either srcBinding or dstBinding is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, descriptorCount must be an integer multiple of 4

- **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
14.2.5. Descriptor Update Templates

A descriptor update template specifies a mapping from descriptor update information in host memory to descriptors in a descriptor set. It is designed to avoid passing redundant information to the driver when frequently updating the same set of descriptors in descriptor sets.

Descriptor update template objects are represented by `VkDescriptorUpdateTemplate` handles:

```c
// Provided by VK_VERSION_1_1
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDescriptorUpdateTemplate)
```

or the equivalent

```c
// Provided by VK_KHR_descriptor_update_template
typedef VkDescriptorUpdateTemplate VkDescriptorUpdateTemplateKHR;
```

14.2.6. Descriptor Set Updates With Templates

Updating a large `VkDescriptorSet` array can be an expensive operation since an application must specify one `VkWriteDescriptorSet` structure for each descriptor or descriptor array to update, each of which re-specifies the same state when updating the same descriptor in multiple descriptor sets. For cases when an application wishes to update the same set of descriptors in multiple descriptor sets allocated using the same `VkDescriptorSetLayout`, `vkUpdateDescriptorSetWithTemplate` can be used as a replacement for `vkUpdateDescriptorSets`.

`VkDescriptorUpdateTemplate` allows implementations to convert a set of descriptor update operations on a single descriptor set to an internal format that, in conjunction with `vkUpdateDescriptorSetWithTemplate` or `vkCmdPushDescriptorSetWithTemplateKHR`, can be more efficient compared to calling `vkUpdateDescriptorSets` or `vkCmdPushDescriptorSetKHR`. The descriptors themselves are not specified in the `VkDescriptorUpdateTemplate`, rather, offsets into an
application provided pointer to host memory are specified, which are combined with a pointer passed to `vkUpdateDescriptorSetWithTemplate` or `vkCmdPushDescriptorSetWithTemplateKHR`. This allows large batches of updates to be executed without having to convert application data structures into a strictly-defined Vulkan data structure.

To create a descriptor update template, call:

```c
// Provided by VK_VERSION_1_1
VkResult vkCreateDescriptorUpdateTemplate(
    VkDevice device,
    const VkDescriptorUpdateTemplateCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkDescriptorUpdateTemplate* pDescriptorUpdateTemplate);
```

or the equivalent command

```c
// Provided by VK_KHR_descriptor_update_template
VkResult vkCreateDescriptorUpdateTemplateKHR(
    VkDevice device,
    const VkDescriptorUpdateTemplateCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkDescriptorUpdateTemplate* pDescriptorUpdateTemplate);
```

- `device` is the logical device that creates the descriptor update template.
- `pCreateInfo` is a pointer to a `VkDescriptorUpdateTemplateCreateInfo` structure specifying the set of descriptors to update with a single call to `vkCmdPushDescriptorSetWithTemplateKHR` or `vkUpdateDescriptorSetWithTemplate`.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pDescriptorUpdateTemplate` is a pointer to a `VkDescriptorUpdateTemplate` handle in which the resulting descriptor update template object is returned.

### Valid Usage (Implicit)

- VUID-vkCreateDescriptorUpdateTemplate-device-parameter `device` must be a valid `VkDevice` handle
- VUID-vkCreateDescriptorUpdateTemplate-pCreateInfo-parameter `pCreateInfo` must be a valid pointer to a valid `VkDescriptorUpdateTemplateCreateInfo` structure
- VUID-vkCreateDescriptorUpdateTemplate-pAllocator-parameter If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
- VUID-vkCreateDescriptorUpdateTemplate-pDescriptorUpdateTemplate-parameter `pDescriptorUpdateTemplate` must be a valid pointer to a `VkDescriptorUpdateTemplate` handle
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDescriptorUpdateTemplateCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkDescriptorUpdateTemplateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDescriptorUpdateTemplateCreateFlags flags;
    uint32_t descriptorUpdateEntryCount;
    const VkDescriptorUpdateTemplateEntry* pDescriptorUpdateEntries;
    VkDescriptorUpdateTemplateType templateType;
    VkDescriptorSetLayout descriptorSetLayout;
    VkPipelineBindPoint pipelineBindPoint;
    VkPipelineLayout pipelineLayout;
    uint32_t set;
} VkDescriptorUpdateTemplateCreateInfo;
```

or the equivalent

```c
// Provided by VK_KHR_descriptor_update_template
typedef VkDescriptorUpdateTemplateCreateInfo VkDescriptorUpdateTemplateCreateInfoKHR;
```

• **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.
• **descriptorUpdateEntryCount** is the number of elements in the **pDescriptorUpdateEntries** array.
• **pDescriptorUpdateEntries** is a pointer to an array of VkDescriptorUpdateTemplateEntry structures describing the descriptors to be updated by the descriptor update template.
• **templateType** specifies the type of the descriptor update template. If set to VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET it can only be used to update descriptor sets with a fixed descriptorSetLayout. If set to VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTOR_KHR it can only be used to push descriptor sets using the provided pipelineBindPoint, pipelineLayout, and set number.
• **descriptorSetLayout** is the descriptor set layout used to build the descriptor update template. All descriptor sets which are going to be updated through the newly created descriptor update
template **must** be created with a layout that matches (is the same as, or defined identically to) this layout. This parameter is ignored if `templateType` is not `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET`.

- `pipelineBindPoint` is a `VkPipelineBindPoint` indicating the type of the pipeline that will use the descriptors. This parameter is ignored if `templateType` is not `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`.

- `pipelineLayout` is a `VkPipelineLayout` object used to program the bindings. This parameter is ignored if `templateType` is not `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`.

- `set` is the set number of the descriptor set in the pipeline layout that will be updated. This parameter is ignored if `templateType` is not `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`.

### Valid Usage

- **VUID-VkDescriptorUpdateTemplateCreateInfo-templateType-00350**
  If `templateType` is `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET`, `descriptorSetLayout` **must** be a valid `VkDescriptorSetLayout` handle.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-templateType-00351**
  If `templateType` is `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`, `pipelineBindPoint` **must** be a valid `VkPipelineBindPoint` value.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-templateType-00352**
  If `templateType` is `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`, `pipelineLayout` **must** be a valid `VkPipelineLayout` handle.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-templateType-00353**
  If `templateType` is `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`, `set` **must** be the unique set number in the pipeline layout that uses a descriptor set layout that was created with `VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR`.

### Valid Usage (Implicit)

- **VUID-VkDescriptorUpdateTemplateCreateInfo-sType-sType**
  `sType` **must** be `VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO`.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-pNext-pNext**
  `pNext` **must** be `NULL`.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-flags-zerobitmask**
  `flags` **must** be `0`.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-pDescriptorUpdateEntries-parameter**
  `pDescriptorUpdateEntries` **must** be a valid pointer to an array of `descriptorUpdateEntryCount` valid `VkDescriptorUpdateTemplateEntry` structures.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-templateType-parameter**
  `templateType` **must** be a valid `VkDescriptorUpdateTemplateType` value.

- **VUID-VkDescriptorUpdateTemplateCreateInfo-descriptorUpdateEntryCount-arraylength**
  `descriptorUpdateEntryCount` **must** be a valid pointer to an array of `VkDescriptorUpdateTemplateEntry` structures.
descriptorUpdateEntryCount must be greater than 0

- VUID-VkDescriptorUpdateTemplateCreateInfo-commonparent
  Both of descriptorSetLayout, and pipelineLayout that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkDescriptorUpdateTemplateCreateFlags;
```
or the equivalent

```c
// Provided by VK_KHR_descriptor_update_template
typedef VkDescriptorUpdateTemplateCreateFlags VkDescriptorUpdateTemplateCreateFlagsKHR;
```

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

The descriptor update template type is determined by the VkDescriptorUpdateTemplateCreateInfo::templateType property, which takes the following values:

```c
// Provided by VK_VERSION_1_1
typedef enum VkDescriptorUpdateTemplateType {
    VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET = 0,
    // Provided by VK_VERSION_1_1 with VK_KHR_push_descriptor,
    VK_KHR_descriptor_update_template with VK_KHR_push_descriptor
    VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR = 1,
    // Provided by VK_KHR_descriptor_update_template
    VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET_KHR =
    VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET,
} VkDescriptorUpdateTemplateType;
```
or the equivalent

```c
// Provided by VK_KHR_descriptor_update_template
typedef VkDescriptorUpdateTemplateType VkDescriptorUpdateTemplateTypeKHR;
```

- VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET specifies that the descriptor update template will be used for descriptor set updates only.
- VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR specifies that the descriptor update template will be used for push descriptor updates only.

The VkDescriptorUpdateTemplateEntry structure is defined as:
typedef struct VkDescriptorUpdateTemplateEntry {
    uint32_t  dstBinding;
    uint32_t  dstArrayElement;
    uint32_t  descriptorCount;
    VkDescriptorType descriptorType;
    size_t    offset;
    size_t    stride;
} VkDescriptorUpdateTemplateEntry;

or the equivalent

typedef VkDescriptorUpdateTemplateEntry VkDescriptorUpdateTemplateEntryKHR;

• **dstBinding** is the descriptor binding to update when using this descriptor update template.

• **dstArrayElement** is the starting element in the array belonging to **dstBinding**. If the descriptor binding identified by **dstBinding** has a descriptor type of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK** then **dstArrayElement** specifies the starting byte offset to update.

• **descriptorCount** is the number of descriptors to update. If **descriptorCount** is greater than the number of remaining array elements in the destination binding, those affect consecutive bindings in a manner similar to **VkWriteDescriptorSet** above. If the descriptor binding identified by **dstBinding** has a descriptor type of **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK** then **descriptorCount** specifies the number of bytes to update and the remaining array elements in the destination binding refer to the remaining number of bytes in it.

• **descriptorType** is a **VkDescriptorType** specifying the type of the descriptor.

• **offset** is the offset in bytes of the first binding in the raw data structure.

• **stride** is the stride in bytes between two consecutive array elements of the descriptor update information in the raw data structure. The actual pointer **ptr** for each array element **j** of update entry **i** is computed using the following formula:

```c
const char *ptr = (const char *)pData + pDescriptorUpdateEntries[i].offset + j * pDescriptorUpdateEntries[i].stride
```

The stride is useful in case the bindings are stored in structs along with other data. If **descriptorType** is **VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK** then the value of **stride** is ignored and the stride is assumed to be 1, i.e. the descriptor update information for them is always specified as a contiguous range.

**Valid Usage**

• VUID-VkDescriptorUpdateTemplateEntry-dstBinding-00354
**dstBinding** must be a valid binding in the descriptor set layout implicitly specified when using a descriptor update template to update descriptors

- VUID-VkDescriptorUpdateTemplateEntry-dstArrayElement-00355
dstArrayElement and descriptorCount must be less than or equal to the number of array elements in the descriptor set binding implicitly specified when using a descriptor update template to update descriptors, and all applicable consecutive bindings, as described by consecutive binding updates

- VUID-VkDescriptorUpdateTemplateEntry-descriptor-02226
If descriptor type is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, dstArrayElement must be an integer multiple of 4

- VUID-VkDescriptorUpdateTemplateEntry-descriptor-02227
If descriptor type is VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK, descriptorCount must be an integer multiple of 4

**Valid Usage (Implicit)**

- VUID-VkDescriptorUpdateTemplateEntry-descriptorType-parameter
descriptorType must be a valid VkDescriptorType value

To destroy a descriptor update template, call:

```c
// Provided by VK_VERSION_1_1
void vkDestroyDescriptorUpdateTemplate(VkDevice device, VkDescriptorUpdateTemplate descriptorUpdateTemplate, const VkAllocationCallbacks* pAllocator);
```

or the equivalent command

```c
// Provided by VK_KHR_descriptor_update_template
void vkDestroyDescriptorUpdateTemplateKHR(VkDevice device, VkDescriptorUpdateTemplate descriptorUpdateTemplate, const VkAllocationCallbacks* pAllocator);
```

- **device** is the logical device that has been used to create the descriptor update template
- **descriptorUpdateTemplate** is the descriptor update template to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

**Valid Usage**

- VUID-vkDestroyDescriptorUpdateTemplate-descriptorSetLayout-00356
If VkAllocationCallbacks were provided when descriptorUpdateTemplate was created, a
compatible set of callbacks must be provided here

- VUID-vkDestroyDescriptorUpdateTemplate descriptorSetLayout-00357
  If no VkAllocationCallbacks were provided when descriptorUpdateTemplate was created, pAllocator must be NULL

### Valid Usage (Implicit)

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

- VUID-vkDestroyDescriptorUpdateTemplate descriptorUpdateTemplate-parameter
  If descriptorUpdateTemplate is not VK_NULL_HANDLE, descriptorUpdateTemplate must be a valid VkDescriptorUpdateTemplate handle

- VUID-vkDestroyDescriptorUpdateTemplate-pAllocator-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- VUID-vkDestroyDescriptorUpdateTemplate descriptorUpdateTemplate-parent
  If descriptorUpdateTemplate is a valid handle, it must have been created, allocated, or retrieved from device

### Host Synchronization

- Host access to descriptorUpdateTemplate must be externally synchronized

Once a VkDescriptorUpdateTemplate has been created, descriptor sets can be updated by calling:

```c
// Provided by VK_VERSION_1_1
void vkUpdateDescriptorSetWithTemplate(
    VkDevice device,
    VkDescriptorSet descriptorSet,
    VkDescriptorUpdateTemplate descriptorUpdateTemplate,
    const void* pData);
```

or the equivalent command

```c
// Provided by VK_KHR_descriptor_update_template
void vkUpdateDescriptorSetWithTemplateKHR(
    VkDevice device,
    VkDescriptorSet descriptorSet,
    VkDescriptorUpdateTemplate descriptorUpdateTemplate,
    const void* pData);
```

- device is the logical device that updates the descriptor set.
• `descriptorSet` is the descriptor set to update

• `descriptorUpdateTemplate` is a `VkDescriptorUpdateTemplate` object specifying the update mapping between `pData` and the descriptor set to update.

• `pData` is a pointer to memory containing one or more `VkDescriptorImageInfo`, `VkDescriptorBufferInfo`, or `VkBufferView` structures or `VkAccelerationStructureKHR` handles used to write the descriptors.

---

**Valid Usage**

- **VUID-vkUpdateDescriptorSetWithTemplate-pData-01685**
  
  `pData` must be a valid pointer to a memory containing one or more valid instances of `VkDescriptorImageInfo`, `VkDescriptorBufferInfo`, or `VkBufferView` in a layout defined by `descriptorUpdateTemplate` when it was created with `vkCreateDescriptorUpdateTemplate`

- **VUID-vkUpdateDescriptorSetWithTemplate-descriptorSet-06995**
  
  Host access to `descriptorSet` must be externally synchronized unless explicitly denoted otherwise for specific flags

---

**Valid Usage (Implicit)**

- **VUID-vkUpdateDescriptorSetWithTemplate-device-parameter**
  
  `device` must be a valid `VkDevice` handle

- **VUID-vkUpdateDescriptorSetWithTemplate-descriptorSet-parameter**
  
  `descriptorSet` must be a valid `VkDescriptorSet` handle

- **VUID-vkUpdateDescriptorSetWithTemplate-descriptorUpdateTemplate-parameter**
  
  `descriptorUpdateTemplate` must be a valid `VkDescriptorUpdateTemplate` handle

- **VUID-vkUpdateDescriptorSetWithTemplate-descriptorSet-parent**
  
  `descriptorSet` must have been created, allocated, or retrieved from `device`

- **VUID-vkUpdateDescriptorSetWithTemplate-descriptorUpdateTemplate-parent**
  
  `descriptorUpdateTemplate` must have been created, allocated, or retrieved from `device`

---

**API example**

```c
struct AppBufferView {
    VkBufferView bufferView;
    uint32_t applicationRelatedInformation;
};

struct AppDataStructure {
    VkDescriptorImageInfo imageInfo; // a single image info
    VkDescriptorBufferInfo bufferInfoArray[3]; // 3 buffer infos in an array
    AppBufferView bufferView[2]; // An application defined struct containing a bufferView
    // ... some more application related data
```

948
const VkDescriptorUpdateTemplateEntry descriptorUpdateTemplateEntries[] = {
    // binding to a single image descriptor
    { .binding = 0,
      .dstArrayElement = 0,
      .descriptorCount = 1,
      .descriptorType = VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER,
      .offset = offsetof(AppDataStructure, imageInfo),
      .stride = 0 }, // stride not required if descriptorCount is 1

    // binding to an array of buffer descriptors
    { .binding = 1,
      .dstArrayElement = 0,
      .descriptorCount = 3,
      .descriptorType = VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER,
      .offset = offsetof(AppDataStructure, bufferInfoArray),
      .stride = sizeof(VkDescriptorBufferInfo) }, // descriptor buffer infos are compact

    // binding to an array of buffer views
    { .binding = 2,
      .dstArrayElement = 0,
      .descriptorCount = 2,
      .descriptorType = VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER,
      .offset = offsetof(AppDataStructure, bufferView) +
                 offsetof(AppBufferView, bufferView),
      .stride = sizeof(AppBufferView) }, // bufferViews do not have to be compact

};

// create a descriptor update template for descriptor set updates
const VkDescriptorUpdateTemplateCreateInfo createInfo = {
    .sType = VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO,
    .pNext = NULL,
    .flags = 0,
    .descriptorUpdateEntryCount = 3,
    .pDescriptorUpdateEntries = descriptorUpdateTemplateEntries,
    .templateType = VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET,
    .descriptorSetLayout = myLayout,
    .pipelineBindPoint = 0, // ignored by given templateType
    .pipelineLayout = 0, // ignored by given templateType
    .set = 0, // ignored by given templateType
};
VkDescriptorUpdateTemplate myDescriptorUpdateTemplate;
myResult = vkCreateDescriptorUpdateTemplate(
    myDevice,
    &CreateInfo,
    NULL,
    &myDescriptorUpdateTemplate);

AppDataStructure appData;

// fill appData here or cache it in your engine
vkUpdateDescriptorSetWithTemplate(myDevice, myDescriptorSet, myDescriptorUpdateTemplate, &appData);

14.2.7. 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.
- `pDescriptorSets` is a pointer to an array of handles to `VkDescriptorSet` objects describing the descriptor sets to bind to.
- `dynamicOffsetCount` is the number of dynamic offsets in the `pDynamicOffsets` array.
- `pDynamicOffsets` is a pointer to an array of `uint32_t` values specifying dynamic offsets.

`vkCmdBindDescriptorSets` binds descriptor sets `pDescriptorSets[0..descriptorSetCount-1]` to set numbers `[firstSet..firstSet+descriptorSetCount-1]` for subsequent bound pipeline commands set by `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 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. A descriptor that was disturbed by Pipeline Layout Compatibility, or was never bound by vkCmdBindDescriptorSets is not considered valid. If a pipeline accesses a descriptor either statically or dynamically depending on the VkDescriptorBindingFlagBits, the consuming descriptor type in the pipeline must match the VkDescriptorType in VkDescriptorSetLayoutCreateInfo for the descriptor to be considered valid. 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 pDynamicOffsets includes one element for each array element in each dynamic descriptor type binding in each set. Values are taken from 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. dynamicOffsetCount 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 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 pDescriptorSets must be compatible with the pipeline layout specified by layout. The layout used to program the bindings 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
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

- VUID-vkCmdBindDescriptorSets-pDescriptorSets-06563
  Each element of pDescriptorSets must be a valid VkDescriptorSet

- VUID-vkCmdBindDescriptorSets-pipelineBindPoint-00361
  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-videoencoding
  This command must only be called outside of a video coding scope

- 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

---

**Command Properties**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics, Compute</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Alternatively, to bind one or more descriptor sets to a command buffer, call:
void vkCmdBindDescriptorSets2KHR(
    VkCommandBuffer commandBuffer,
    const VkBindDescriptorSetsInfoKHR* pBindDescriptorSetsInfo);

- `commandBuffer` is the command buffer that the descriptor sets will be bound to.
- `pBindDescriptorSetsInfo` is a pointer to a `VkBindDescriptorSetsInfoKHR` structure.

### Valid Usage

- VUID-vkCmdBindDescriptorSets2KHR-pBindDescriptorSetsInfo-09467
  Each bit in `pBindDescriptorSetsInfo->stageFlags` must be a stage supported by the 
  `commandBuffer`'s parent `VkCommandPool`'s queue family

### Valid Usage (Implicit)

- VUID-vkCmdBindDescriptorSets2KHR-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdBindDescriptorSets2KHR-pBindDescriptorSetsInfo-parameter
  `pBindDescriptorSetsInfo` must be a valid pointer to a valid `VkBindDescriptorSetsInfoKHR` structure
- VUID-vkCmdBindDescriptorSets2KHR-commandBuffer-recording
  `commandBuffer` must be in the recording state
- VUID-vkCmdBindDescriptorSets2KHR-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics, or 
  compute operations
- VUID-vkCmdBindDescriptorSets2KHR-videocoding
  This command must only be called outside of a video coding scope

### 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 `VkBindDescriptorSetsInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_maintenance6
typedef struct VkBindDescriptorSetsInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkShaderStageFlags stageFlags;
    VkPipelineLayout layout;
    uint32_t firstSet;
    uint32_t descriptorSetCount;
    const VkDescriptorSet* pDescriptorSets;
    uint32_t dynamicOffsetCount;
    const uint32_t* pDynamicOffsets;
} VkBindDescriptorSetsInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `stageFlags` is a bitmask of `VkShaderStageFlagBits` specifying the shader stages the descriptor sets will be bound to.
- `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.
- `pDescriptorSets` is a pointer to an array of handles to `VkDescriptorSet` objects describing the descriptor sets to bind to.
- `dynamicOffsetCount` is the number of dynamic offsets in the `pDynamicOffsets` array.
- `pDynamicOffsets` is a pointer to an array of `uint32_t` values specifying dynamic offsets.

If `stageFlags` specifies a subset of all stages corresponding to one or more pipeline bind points, the binding operation still affects all stages corresponding to the given pipeline bind point(s) as if the equivalent original version of this command had been called with the same parameters. For example, specifying a `stageFlags` value of `VK_SHADER_STAGE_VERTEX_BIT | VK_SHADER_STAGE_FRAGMENT_BIT | VK_SHADER_STAGE_COMPUTE_BIT` is equivalent to calling the original version of this command once with `VK_PIPELINE_BIND_POINT_GRAPHICS` and once with `VK_PIPELINE_BIND_POINT_COMPUTE`.
Valid Usage

- **VUID-VkBindDescriptorSetsInfoKHR-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-VkBindDescriptorSetsInfoKHR-dynamicOffsetCount-00359**
  `dynamicOffsetCount` **must** be equal to the total number of dynamic descriptors in `pDescriptorSets`.

- **VUID-VkBindDescriptorSetsInfoKHR-firstSet-00360**
  The sum of `firstSet` and `descriptorSetCount` **must** be less than or equal to `VkPipelineLayoutCreateInfo::setLayoutCount` provided when `layout` was created.

- **VUID-VkBindDescriptorSetsInfoKHR-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-VkBindDescriptorSetsInfoKHR-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-VkBindDescriptorSetsInfoKHR-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-VkBindDescriptorSetsInfoKHR-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.

- **VUID-VkBindDescriptorSetsInfoKHR-pDescriptorSets-06563**
  Each element of `pDescriptorSets` **must** be a valid `VkDescriptorSet`.

- **VUID-VkBindDescriptorSetsInfoKHR-None-09495**
  `layout` **must** be a valid `VkPipelineLayout` handle.

Valid Usage (Implicit)

- **VUID-VkBindDescriptorSetsInfoKHR-sType-sType**
  `sType` **must** be `VK_STRUCTURE_TYPE_BIND_DESCRIPTOR_SETS_INFO_KHR`.

- **VUID-VkBindDescriptorSetsInfoKHR-pNext-pNext**
  `pNext` **must** be `NULL` or a pointer to a valid instance of `VkPipelineLayoutCreateInfo`.

- **VUID-VkBindDescriptorSetsInfoKHR-sType-unique**
  The `sType` value of each struct in the `pNext` chain **must** be unique.
14.2.8. Push Descriptor Updates

In addition to allocating descriptor sets and binding them to a command buffer, an application can record descriptor updates into the command buffer.

To push descriptor updates into a command buffer, call:

```c
// Provided by VK_KHR_push_descriptor
void vkCmdPushDescriptorSetKHR(
    VkCommandBuffer commandBuffer,
    VkPipelineBindPoint pipelineBindPoint,
    VkPipelineLayout layout,
    uint32_t set,
    uint32_t descriptorWriteCount,
    const VkWriteDescriptorSet* pDescriptorWrites);
```

- `commandBuffer` is the command buffer that the descriptors will be recorded in.
- `pipelineBindPoint` is a `VkPipelineBindPoint` indicating the type of the pipeline that will use the descriptors. There is a separate set of push descriptor bindings for each pipeline type, so binding one does not disturb the others.
- `layout` is a `VkPipelineLayout` object used to program the bindings.
- `set` is the set number of the descriptor set in the pipeline layout that will be updated.
- `descriptorWriteCount` is the number of elements in the `pDescriptorWrites` array.
- `pDescriptorWrites` is a pointer to an array of `VkWriteDescriptorSet` structures describing the descriptors to be updated.
Push descriptors are a small bank of descriptors whose storage is internally managed by the command buffer rather than being written into a descriptor set and later bound to a command buffer. Push descriptors allow for incremental updates of descriptors without managing the lifetime of descriptor sets.

When a command buffer begins recording, all push descriptors are undefined. Push descriptors can be updated incrementally and cause shaders to use the updated descriptors for subsequent bound pipeline commands with the pipeline type set by pipelineBindPoint until the descriptor is overwritten, or else until the set is disturbed as described in Pipeline Layout Compatibility. When the set is disturbed or push descriptors with a different descriptor set layout are set, all push descriptors are undefined.

Push descriptors that are statically used by a pipeline must not be undefined at the time that a drawing or dispatching command is recorded to execute using that pipeline. This includes immutable sampler descriptors, which must be pushed before they are accessed by a pipeline (the immutable samplers are pushed, rather than the samplers in pDescriptorWrites). Push descriptors that are not statically used can remain undefined.

Push descriptors do not use dynamic offsets. Instead, the corresponding non-dynamic descriptor types can be used and the offset member of VkDescriptorBufferInfo can be changed each time the descriptor is written.

Each element of pDescriptorWrites is interpreted as in VkWriteDescriptorSet, except the dstSet member is ignored.

To push an immutable sampler, use a VkWriteDescriptorSet with dstBinding and dstArrayElement selecting the immutable sampler’s binding. If the descriptor type is VK_DESCRIPTOR_TYPE_SAMPLER, the pImageInfo parameter is ignored and the immutable sampler is taken from the push descriptor set layout in the pipeline layout. If the descriptor type is VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, the sampler member of the pImageInfo parameter is ignored and the immutable sampler is taken from the push descriptor set layout in the pipeline layout.

Valid Usage

- VUID-vkCmdPushDescriptorSetKHR-set-00364
  set must be less than VkPipelineLayoutCreateInfo::setLayoutCount provided when layout was created

- VUID-vkCmdPushDescriptorSetKHR-set-00365
  set must be the unique set number in the pipeline layout that uses a descriptor set layout that was created with VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR

- VUID-vkCmdPushDescriptorSetKHR-pDescriptorWrites-06494
  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
pipelineBindPoint must be supported by the commandBuffer’s parent VkCommandPool’s queue family

Valid Usage (Implicit)

- VUID-vkCmdPushDescriptorSetKHR-commandBuffer-parameter
commandBuffer must be a valid VkCommandBuffer handle
- VUID-vkCmdPushDescriptorSetKHR-pipelineBindPoint-parameter
pipelineBindPoint must be a valid VkPipelineBindPoint value
- VUID-vkCmdPushDescriptorSetKHR-layout-parameter
layout must be a valid VkPipelineLayout handle
- VUID-vkCmdPushDescriptorSetKHR-pDescriptorWrites-parameter
pDescriptorWrites must be a valid pointer to an array of descriptorWriteCount valid VkWriteDescriptorSet structures
- VUID-vkCmdPushDescriptorSetKHR-commandBuffer-recording
commandBuffer must be in the recording state
- VUID-vkCmdPushDescriptorSetKHR-commandBuffer-cmdpool
The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations
- VUID-vkCmdPushDescriptorSetKHR-vidcencoding
This command must only be called outside of a video coding scope
- VUID-vkCmdPushDescriptorSetKHR-descriptorWriteCount-arraylength
descriptorWriteCount must be greater than 0
- VUID-vkCmdPushDescriptorSetKHR-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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>
Alternatively, to push descriptor updates into a command buffer, call:

```c
void vkCmdPushDescriptorSet2KHR(
    VkCommandBuffer commandBuffer,
    const VkPushDescriptorSetInfoKHR* pPushDescriptorSetInfo);
```

- `commandBuffer` is the command buffer that the descriptors will be recorded in.
- `pPushDescriptorSetInfo` is a pointer to a `VkPushDescriptorSetInfoKHR` structure.

### Valid Usage

- VUID-vkCmdPushDescriptorSet2KHR-pPushDescriptorSetInfo-09468
  Each bit in `pPushDescriptorSetInfo->stageFlags` must be a stage supported by the `commandBuffer`'s parent `VkCommandPool`'s queue family

### Valid Usage (Implicit)

- VUID-vkCmdPushDescriptorSet2KHR-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdPushDescriptorSet2KHR-pPushDescriptorSetInfo-parameter
  `pPushDescriptorSetInfo` must be a valid pointer to a valid `VkPushDescriptorSetInfoKHR` structure
- VUID-vkCmdPushDescriptorSet2KHR-commandBuffer-recording
  `commandBuffer` must be in the recording state
- VUID-vkCmdPushDescriptorSet2KHR-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics, or compute operations
- VUID-vkCmdPushDescriptorSet2KHR-videocoding
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

The `VkPushDescriptorSetInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_maintenance6 with VK_KHR_push_descriptor
typedef struct VkPushDescriptorSetInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkShaderStageFlags stageFlags;
    VkPipelineLayout layout;
    uint32_t set;
    uint32_t descriptorWriteCount;
    const VkWriteDescriptorSet* pDescriptorWrites;
} VkPushDescriptorSetInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `stageFlags` is a bitmask of `VkShaderStageFlagBits` specifying the shader stages that will use the descriptors.
- `layout` is a `VkPipelineLayout` object used to program the bindings.
- `set` is the set number of the descriptor set in the pipeline layout that will be updated.
- `descriptorWriteCount` is the number of elements in the `pDescriptorWrites` array.
- `pDescriptorWrites` is a pointer to an array of `VkWriteDescriptorSet` structures describing the descriptors to be updated.

If `stageFlags` specifies a subset of all stages corresponding to one or more pipeline bind points, the binding operation still affects all stages corresponding to the given pipeline bind point(s) as if the equivalent original version of this command had been called with the same parameters. For example, specifying a `stageFlags` value of `VK_SHADER_STAGE_VERTEX_BIT | VK_SHADER_STAGE_FRAGMENT_BIT | VK_SHADER_STAGE_COMPUTE_BIT` is equivalent to calling the original version of this command once with `VK_PIPELINE_BIND_POINT_GRAPHICS` and once with `VK_PIPELINE_BIND_POINT_COMPUTE`.

Valid Usage

- VUID-VkPushDescriptorSetInfoKHR-set-00364
  
  `set` must be less than `VkPipelineLayoutCreateInfo::setLayoutCount` provided when `layout` was created
14.2.9. Push Descriptor Updates With Descriptor Update Templates

It is also possible to use a descriptor update template to specify the push descriptors to update. To do so, call:
void vkCmdPushDescriptorSetWithTemplateKHR(
    VkCommandBuffer              commandBuffer,
    VkDescriptorUpdateTemplate   descriptorUpdateTemplate,
    VkPipelineLayout            layout,
    uint32_t                     set,
    const void*                 pData);

- `commandBuffer` is the command buffer that the descriptors will be recorded in.
- `descriptorUpdateTemplate` is a descriptor update template defining how to interpret the descriptor information in `pData`.
- `layout` is a `VkPipelineLayout` object used to program the bindings. It must be compatible with the layout used to create the `descriptorUpdateTemplate` handle.
- `set` is the set number of the descriptor set in the pipeline layout that will be updated. This must be the same number used to create the `descriptorUpdateTemplate` handle.
- `pData` is a pointer to memory containing descriptors for the templated update.

**Valid Usage**

- VUID-vkCmdPushDescriptorSetWithTemplateKHR-commandBuffer-00366
  The `pipelineBindPoint` specified during the creation of the descriptor update template must be supported by the `commandBuffer`'s parent `VkCommandPool`'s queue family
- VUID-vkCmdPushDescriptorSetWithTemplateKHR-pData-01686
  `pData` must be a valid pointer to a memory containing one or more valid instances of `VkDescriptorImageInfo`, `VkDescriptorBufferInfo`, or `VkBufferView` in a layout defined by `descriptorUpdateTemplate` when it was created with `vkCreateDescriptorUpdateTemplate`
- VUID-vkCmdPushDescriptorSetWithTemplateKHR-layout-07993
  `layout` must be compatible with the layout used to create `descriptorUpdateTemplate`
- VUID-vkCmdPushDescriptorSetWithTemplateKHR-descriptorUpdateTemplate-07994
  `descriptorUpdateTemplate` must have been created with a `templateType` of `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`
- VUID-vkCmdPushDescriptorSetWithTemplateKHR-set-07995
  `set` must be the same value used to create `descriptorUpdateTemplate`
- VUID-vkCmdPushDescriptorSetWithTemplateKHR-set-07304
  `set` must be less than `VkPipelineLayoutCreateInfo::setLayoutCount` provided when `layout` was created
- VUID-vkCmdPushDescriptorSetWithTemplateKHR-set-07305
  `set` must be the unique set number in the pipeline layout that uses a descriptor set layout that was created with `VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR`
Valid Usage (Implicit)

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-commandBuffer-parameter**
  ```
  commandBuffer must be a valid VkCommandBuffer handle
  ```

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-descriptorUpdateTemplate-parameter**
  ```
  descriptorUpdateTemplate must be a valid VkDescriptorUpdateTemplate handle
  ```

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-layout-parameter**
  ```
  layout must be a valid VkPipelineLayout handle
  ```

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-commandBuffer-recording**
  ```
  commandBuffer must be in the recording state
  ```

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-commandBuffer-cmdpool**
  ```
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations
  ```

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-videocoding**
  ```
  This command must only be called outside of a video coding scope
  ```

- **VUID-vkCmdPushDescriptorSetWithTemplateKHR-commonparent**
  ```
  Each of commandBuffer, descriptorUpdateTemplate, 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

**API example**

```c
struct AppDataStructure {
    VkDescriptorImageInfo imageInfo;  // a single image info
    // ... some more application related data
};

const VkDescriptorUpdateTemplateEntry descriptorUpdateTemplateEntries[] = {
    
};
```
// binding to a single image descriptor
{
    .binding = 0,
    .dstArrayElement = 0,
    .descriptorCount = 1,
    .descriptorType = VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER,
    .offset = offsetof(AppDataStructure, imageInfo),
    .stride = 0     // not required if descriptorCount is 1
}
}

// create a descriptor update template for push descriptor set updates
const VkDescriptorUpdateTemplateCreateInfo createInfo =
{
    .sType = VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO,
    .pNext = NULL,
    .flags = 0,
    .descriptorUpdateEntryCount = 1,
    .pDescriptorUpdateEntries = descriptorUpdateTemplateEntries,
    .templateType = VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR,
    .descriptorSetLayout = 0,    // ignored by given templateType
    .pipelineBindPoint = VK_PIPELINE_BIND_POINT_GRAPHICS,
    .pipelineLayout = myPipelineLayout,
    .set = 0,
};

VkDescriptorUpdateTemplate myDescriptorUpdateTemplate;
myResult = vkCreateDescriptorUpdateTemplate(
    myDevice,
    &createInfo,
    NULL,
    &myDescriptorUpdateTemplate);

AppDataStructure appData;
// fill appData here or cache it in your engine
vkCmdPushDescriptorSetWithTemplateKHR(myCmdBuffer, myDescriptorUpdateTemplate,
    myPipelineLayout, 0,&appData);

Alternatively, to use a descriptor update template to specify the push descriptors to update, call:

// Provided by VK_KHR_maintenance6 with VK_KHR_push_descriptor
void vkCmdPushDescriptorSetWithTemplate2KHR(
    VkCommandBuffer commandBuffer,
    const VkPushDescriptorSetWithTemplateInfoKHR* pPushDescriptorSetWithTemplateInfo);

• commandBuffer is the command buffer that the descriptors will be recorded in.
• pPushDescriptorSetWithTemplateInfo is a pointer to a VkPushDescriptorSetWithTemplateInfoKHR structure.
Valid Usage (Implicit)

- VUID-vkCmdPushDescriptorSetWithTemplate2KHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdPushDescriptorSetWithTemplate2KHR-pPushDescriptorSetWithTemplateInfo-parameter
  pPushDescriptorSetWithTemplateInfo must be a valid pointer to a valid
  VkPushDescriptorSetWithTemplateInfoKHR structure

- VUID-vkCmdPushDescriptorSetWithTemplate2KHR-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdPushDescriptorSetWithTemplate2KHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or
  compute operations

- VUID-vkCmdPushDescriptorSetWithTemplate2KHR-vidеоcoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

The VkPushDescriptorSetWithTemplateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_maintenance6 with VK_KHR_push_descriptor
typedef struct VkPushDescriptorSetWithTemplateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDescriptorUpdateTemplate descriptorUpdateTemplate;
    VkPipelineLayout layout;
    uint32_t set;
    const void* pData;
} VkPushDescriptorSetWithTemplateInfoKHR;
```
• **sType** is a [VkStructureType](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkStructureType) value identifying this structure.

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

• **descriptorUpdateTemplate** is a descriptor update template defining how to interpret the descriptor information in **pData**.

• **layout** is a [VkPipelineLayout](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkPipelineLayout) object used to program the bindings. It **must** be compatible with the layout used to create the **descriptorUpdateTemplate** handle.

• **set** is the set number of the descriptor set in the pipeline layout that will be updated. This **must** be the same number used to create the **descriptorUpdateTemplate** handle.

• **pData** is a pointer to memory containing descriptors for the templated update.

### Valid Usage

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-commandBuffer-00366**
  The **pipelineBindPoint** specified during the creation of the descriptor update template **must** be supported by the **commandBuffer**'s parent [VkCommandPool](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkCommandPool)'s queue family

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-pData-01686**
  **pData** **must** be a valid pointer to a memory containing one or more valid instances of [VkDescriptorImageInfo](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkDescriptorImageInfo), [VkDescriptorBufferInfo](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkDescriptorBufferInfo), or [VkBufferView](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkBufferView) in a layout defined by **descriptorUpdateTemplate** when it was created with [vkCreateDescriptorUpdateTemplate](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkCreateDescriptorUpdateTemplate)

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-layout-07993**
  **layout** **must** be compatible with the layout used to create **descriptorUpdateTemplate**

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-descriptorUpdateTemplate-07994**
  **descriptorUpdateTemplate** **must** have been created with a **templateType** of [VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkDescriptorUpdateTemplateTypePushDescriptorsKHR)

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-set-07995**
  **set** **must** be the same value used to create **descriptorUpdateTemplate**

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-set-07304**
  **set** **must** be less than [VkPipelineLayoutCreateInfo::setLayoutCount](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkPipelineLayoutCreateInfo) provided when **layout** was created

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-set-07305**
  **set** **must** be the unique set number in the pipeline layout that uses a descriptor set layout that was created with [VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkDescriptorSetLayoutCreatePushDescriptorBitKHR)

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-None-09495**
  **layout** **must** be a valid [VkPipelineLayout](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkPipelineLayout) handle

### Valid Usage (Implicit)

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-sType-sType**
  **sType** **must** be [VK_STRUCTURE_TYPE_PUSH_DESCRIPTOR_SET_WITH_TEMPLATE_INFO_KHR](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkStructureType)

- **VUID-VkPushDescriptorSetWithTemplateInfoKHR-pNext-pNext**
  **pNext** **must** be NULL or a pointer to a valid instance of [VkPipelineLayoutCreateInfo](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/en/vulkan-1.2-extensions.html#vkPipelineLayoutCreateInfo)
14.2.10. 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. Reads of undefined push constant values by the executing shader return undefined values.
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.

**Note**
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-videocoding
This command **must** only be called outside of a video coding scope

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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

Alternatively, to update push constants, call:

```c
// Provided by VK_KHR_maintenance6
void vkCmdPushConstants2KHR(
    VkCommandBuffer commandBuffer,
    const VkPushConstantsInfoKHR* pPushConstantsInfo);
```

- **commandBuffer** is the command buffer in which the push constant update will be recorded.
- **pPushConstantsInfo** is a pointer to a **VkPushConstantsInfoKHR** structure.

**Valid Usage (Implicit)**
• VUID-vkCmdPushConstants2KHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdPushConstants2KHR-pPushConstantsInfo-parameter
  pPushConstantsInfo must be a valid pointer to a valid VkPushConstantsInfoKHR structure

• VUID-vkCmdPushConstants2KHR-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdPushConstants2KHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations

• VUID-vkCmdPushConstants2KHR-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics, Compute</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkPushConstantsInfoKHR structure is defined as:

```c
// Provided by VK_KHR_maintenance6
typedef struct VkPushConstantsInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkPipelineLayout layout;
    VkShaderStageFlags stageFlags;
    uint32_t offset;
    uint32_t size;
    const void* pValues;
} VkPushConstantsInfoKHR;
```

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

---

### Valid Usage

- **VUID-VkPushConstantsInfoKHR-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-VkPushConstantsInfoKHR-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-VkPushConstantsInfoKHR-offset-00368**
  `offset` must be a multiple of 4.

- **VUID-VkPushConstantsInfoKHR-size-00369**
  `size` must be a multiple of 4.

- **VUID-VkPushConstantsInfoKHR-offset-00370**
  `offset` must be less than `VkPhysicalDeviceLimits::maxPushConstantsSize`.

- **VUID-VkPushConstantsInfoKHR-size-00371**
  `size` must be less than or equal to `VkPhysicalDeviceLimits::maxPushConstantsSize` minus `offset`.

- **VUID-VkPushConstantsInfoKHR-None-09495**
  `layout` must be a valid `VkPipelineLayout` handle.

---

### Valid Usage (Implicit)

- **VUID-VkPushConstantsInfoKHR-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_PUSH_CONSTANTS_INFO_KHR`.

- **VUID-VkPushConstantsInfoKHR-pNext-pNext**
  `pNext` must be `NULL` or a pointer to a valid instance of `VkPipelineLayoutCreateInfo`.

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

- **VUID-VkPushConstantsInfoKHR-layout-parameter**
  If `layout` is not `VK_NULL_HANDLE`, `layout` must be a valid `VkPipelineLayout` handle.

- **VUID-VkPushConstantsInfoKHR-stageFlags-parameter**
  `stageFlags` must be a valid combination of `VkShaderStageFlagBits` values.
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);
```

or the equivalent command

```c
// Provided by VK_KHR_buffer_device_address
VkDeviceAddress vkGetBufferDeviceAddressKHR(
    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-vkGetBufferDeviceAddressDeviceAddress-device-03325
  If device was created with multiple physical devices, then the bufferDeviceAddressMultiDevice feature must be enabled

**Valid Usage (Implicit)**

- VUID-vkGetBufferDeviceAddressDeviceAddress-device-parameter
device must be a valid VkDevice handle
- VUID-vkGetBufferDeviceAddressDeviceAddress-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;
```

or the equivalent

```c
// Provided by VK_KHR_buffer_device_address
typedef VkBufferDeviceAddressInfo VkBufferDeviceAddressInfoKHR;
```

- 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:

```c
// Provided by VK_VERSION_1_2
uint64_t vkGetBufferOpaqueCaptureAddress(
    VkDevice device,
    const VkBufferDeviceAddressInfo* pInfo);
```

or the equivalent command

```c
// Provided by VK_KHR_buffer_device_address
uint64_t vkGetBufferOpaqueCaptureAddressKHR(
    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

The *VkStridedDeviceAddressRegionKHR* structure is defined as:

```c
// Provided by VK_KHR_ray_tracing_pipeline
typedef struct VkStridedDeviceAddressRegionKHR {
    VkDeviceAddress deviceAddress;
    VkDeviceSize stride;
    VkDeviceSize size;
} VkStridedDeviceAddressRegionKHR;
```

- *deviceAddress* is the device address (as returned by the *vkGetBufferDeviceAddress* command) at which the region starts, or zero if the region is unused.

- *stride* is the byte stride between consecutive elements.

- *size* is the size in bytes of the region starting at *deviceAddress*.

Valid Usage

- VUID-VkStridedDeviceAddressRegionKHR-size-04631
  If *size* is not zero, all addresses between *deviceAddress* and *deviceAddress + size - 1* must be in the buffer device address range of the same buffer

- VUID-VkStridedDeviceAddressRegionKHR-size-04632
  If *size* is not zero, *stride must* be less than or equal to the size of the buffer from which *deviceAddress* was queried
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 Tile Image Interface
- Fragment Input Attachment Interface
- Ray Tracing Pipeline Interface
- Shader Resource Interface

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:
  - `XfbBuffer`, `XfbStride`, `Offset`, and `Stream`
  - 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 the `maintenance4` feature is enabled, they are declared as `OpTypeVector` variables, and the output has a `Component Count` value higher than that of the input but the same `Component Type`; or
  - if the input is decorated with `PerVertexKHR`, and is declared in a fragment shader as an `OpTypeArray` with an `Element Type` equivalent to the `OpType*` declaration of the output, and neither the input nor the output 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 14. Shader Input and Output Locations**

<table>
<thead>
<tr>
<th>Shader Interface</th>
<th>Locations Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>vertex input</td>
<td><code>maxVertexInputAttributes</code></td>
</tr>
<tr>
<td>vertex output</td>
<td><code>maxVertexOutputComponents / 4</code></td>
</tr>
<tr>
<td>tessellation control input</td>
<td><code>maxTessellationControlPerVertexInputComponents / 4</code></td>
</tr>
<tr>
<td>tessellation control output</td>
<td><code>maxTessellationControlPerVertexOutputComponents / 4</code></td>
</tr>
<tr>
<td>tessellation evaluation input</td>
<td><code>maxTessellationEvaluationInputComponents / 4</code></td>
</tr>
<tr>
<td>tessellation evaluation output</td>
<td><code>maxTessellationEvaluationOutputComponents / 4</code></td>
</tr>
<tr>
<td>geometry input</td>
<td><code>maxGeometryInputComponents / 4</code></td>
</tr>
<tr>
<td>geometry output</td>
<td><code>maxGeometryOutputComponents / 4</code></td>
</tr>
<tr>
<td>fragment input</td>
<td><code>maxFragmentInputComponents / 4</code></td>
</tr>
<tr>
<td>fragment output</td>
<td><code>maxFragmentOutputAttachments</code></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 data 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 VkRenderingInfo::pColorAttachments[i]. When using render pass objects, it 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.

If the dynamicRenderingLocalRead feature is supported, fragment output locations can be remapped when using dynamic rendering.

To set the fragment output location mappings during rendering, call:
void vkCmdSetRenderingAttachmentLocationsKHR(
    VkCommandBuffer commandBuffer,
    const VkRenderingAttachmentLocationInfoKHR* pLocationInfo);

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pLocationInfo` is a `VkRenderingAttachmentLocationInfoKHR` structure indicating the new mappings.

This command sets the attachment location mappings for subsequent drawing commands, and must match the mappings provided to the currently bound pipeline, if one is bound, which can be set by chaining `VkRenderingAttachmentLocationInfoKHR` to `VkGraphicsPipelineCreateInfo`.

Until this command is called, mappings in the command buffer state are treated as each color attachment specified in `vkCmdBeginRendering` having a location equal to its index in `VkRenderingInfo::pColorAttachments`. This state is reset whenever `vkCmdBeginRendering` is called.

### Valid Usage

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-dynamicRenderingLocalRead-09509
dynamicRenderingLocalRead must be enabled

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-pLocationInfo-09510
`pLocationInfo->colorAttachmentCount` must be equal to the value of `VkRenderingInfo::colorAttachmentCount` used to begin the current render pass instance

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-commandBuffer-09511
The current render pass instance must have been started or resumed by `vkCmdBeginRendering` in this `commandBuffer`

### Valid Usage (Implicit)

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-commandBuffer-parameter
`commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-pLocationInfo-parameter
`pLocationInfo` must be a valid pointer to a valid `VkRenderingAttachmentLocationInfoKHR` structure

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-commandBuffer-recording
`commandBuffer` must be in the recording state

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-commandBuffer-cmdpool
The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-renderpass
This command must only be called inside of a render pass instance

- VUID-vkCmdSetRenderingAttachmentLocationsKHR-videocoding
This command **must** only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkRenderingAttachmentLocationInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_dynamic_rendering_local_read
typedef struct VkRenderingAttachmentLocationInfoKHR {
    VkStructureType sType;
    const void*     pNext;
    uint32_t        colorAttachmentCount;
    const uint32_t* pColorAttachmentLocations;
} VkRenderingAttachmentLocationInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `colorAttachmentCount` is the number of elements in `pColorAttachmentLocations`.
- `pColorAttachmentLocations` is a pointer to an array of `colorAttachmentCount` `uint32_t` values defining remapped locations for color attachments.

This structure allows applications to remap the locations of color attachments to different fragment shader output locations.

Each element of `pColorAttachmentLocations` set to `VK_ATTACHMENT_UNUSED` will be inaccessible to this pipeline as a color attachment; no location will map to it. Each element of `pColorAttachmentLocations` set to any other value will map the specified location value to the color attachment specified in the render pass at the corresponding index in the `pColorAttachmentLocations` array. Any writes to a fragment output location that is not mapped to an attachment **must** be discarded.

If `pColorAttachmentLocations` is `NULL`, it is equivalent to setting each element to its index within the array.
This structure can be included in the pNext chain of a VkGraphicsPipelineCreateInfo structure to set this state for a pipeline. If this structure is not included in the pNext chain of VkGraphicsPipelineCreateInfo, it is equivalent to specifying this structure with the following properties:

- colorAttachmentCount set to VkPipelineRenderingCreateInfo::colorAttachmentCount.
- pColorAttachmentLocations set to NULL.

This structure can be included in the pNext chain of a VkCommandBufferInheritanceInfo structure to specify inherited state from the primary command buffer. If VkCommandBufferInheritanceInfo::renderPass is not VK_NULL_HANDLE, or VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT is not specified in VkCommandBufferBeginInfo::flags, members of this structure are ignored. If this structure is not included in the pNext chain of VkCommandBufferInheritanceInfo, it is equivalent to specifying this structure with the following properties:

- colorAttachmentCount set to VkCommandBufferInheritanceRenderingInfo::colorAttachmentCount.
- pColorAttachmentLocations set to NULL.

Valid Usage

- VUID-VkRenderingAttachmentLocationInfoKHR-dynamicRenderingLocalRead-09512
  If the dynamicRenderingLocalRead feature is not enabled, and pColorAttachmentLocations is not NULL, each element must be set to the value of its index within the array

- VUID-VkRenderingAttachmentLocationInfoKHR-pColorAttachmentLocations-09513
  Elements of pColorAttachmentLocations that are not VK_ATTACHMENT_UNUSED must each be unique

- VUID-VkRenderingAttachmentLocationInfoKHR-colorAttachmentCount-09514
  colorAttachmentCount must be less than or equal to maxColorAttachments

- VUID-VkRenderingAttachmentLocationInfoKHR-pColorAttachmentLocations-09515
  Each element of pColorAttachmentLocations must be less than maxColorAttachments

Valid Usage (Implicit)

- VUID-VkRenderingAttachmentLocationInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_LOCATION_INFO_KHR

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
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 Tile Image Interface

When a fragment stage is present in a pipeline, the fragment shader tile image variables decorated with Location form an interface with the color attachments defined by the render pass instance. The fragment shader tile image variables are matched by Location decorations to the color attachments specified in the pColorAttachments array of the VkRenderingInfoKHR structure describing the render pass instance the fragment shader is executed in.

The fragment shader variables listed by OpEntryPoint with the TileImageEXT storage class and a decoration of Location form the fragment tile image interface. These variables must be declared with a type of OpTypeImage, and a Dim operand of TileImageDataEXT. The Component decoration is not supported for these variables.

Reading from a tile image variable with a Location decoration of i reads from the color attachment identified by the element of VkRenderingInfoKHR::pColorAttachments with a location equal to i. If the tile image variable is declared as an array of size N, it consumes N consecutive tile image locations, starting with the index specified. There must not be more than one tile image variable with the same Location whether explicitly declared or implied by an array declaration. The number of available tile image locations is the same as the number of available fragment output locations as given by the maxFragmentOutputAttachments member of the VkPhysicalDeviceLimits structure.

The basic data type (floating-point, integer, unsigned integer) of the tile image variable must match the basic format of the corresponding color attachment, or the values read from the tile image variables are undefined.
15.5. 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.

When using dynamic rendering with the `dynamicRenderingLocalRead` feature enabled, a subpass input variable with a `InputAttachmentIndex` decoration of `i` can be mapped to a color, depth, or stencil attachment.

To set the input attachment index mappings during dynamic rendering, call:

```c
// Provided by VK_KHR_dynamic_rendering_local_read
void vkCmdSetRenderingInputAttachmentIndicesKHR(
    VkCommandBuffer commandBuffer,
    const VkRenderingInputAttachmentIndexInfoKHR* pLocationInfo);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pInputAttachmentIndexInfo` is a `VkRenderingInputAttachmentIndexInfoKHR` structure indicating the new mappings.

This command sets the input attachment index mappings for subsequent drawing commands, and must match the mappings provided to the currently bound pipeline, if one is bound, which can be set by chaining `VkRenderingInputAttachmentIndexInfoKHR` to `VkGraphicsPipelineCreateInfo`. Until this command is called, mappings in the command buffer state are treated as each color attachment specified in `vkCmdBeginRendering` mapping to subpass inputs with an `InputAttachmentIndex` equal to its index in `VkRenderingInfo::pColorAttachments`, and depth/stencil attachments mapping to input attachments without these decorations. This state is reset whenever `vkCmdBeginRendering` is called.
### Valid Usage

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-dynamicRenderingLocalRead-09516**
  - `dynamicRenderingLocalRead` must be enabled

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-pInputAttachmentIndexInfo-09517**
  - `pInputAttachmentIndexInfo->colorAttachmentCount` must be equal to the value of `VkRenderingInfo::colorAttachmentCount` used to begin the current render pass instance

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-commandBuffer-09518**
  - The current render pass instance must have been started or resumed by `vkCmdBeginRendering` in this `commandBuffer`

### Valid Usage (Implicit)

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-commandBuffer-parameter**
  - `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-pLocationInfo-parameter**
  - `pLocationInfo` must be a valid pointer to a valid `VkRenderingInputAttachmentIndexInfoKHR` structure

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-commandBuffer-recording**
  - `commandBuffer` must be in the recording state

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-commandBuffer-cmdpool**
  - The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-renderpass**
  - This command must only be called inside of a render pass instance

- **VUID-vkCmdSetRenderingInputAttachmentIndicesKHR-videocoding**
  - This command must only be called outside of a video coding scope

### 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 `VkRenderingInputAttachmentIndexInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_dynamic_rendering_local_read
typedef struct VkRenderingInputAttachmentIndexInfoKHR {
    VkStructureType   sType;
    const void*       pNext;
    uint32_t          colorAttachmentCount;
    const uint32_t*   pColorAttachmentInputIndices;
    const uint32_t*   pDepthInputAttachmentIndex;
    const uint32_t*   pStencilInputAttachmentIndex;
} VkRenderingInputAttachmentIndexInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `colorAttachmentCount` is the number of elements in `pColorAttachmentInputIndices`.
- `pColorAttachmentInputIndices` is a pointer to an array of `colorAttachmentCount` `uint32_t` values defining indices for color attachments to be used as input attachments.
- `pDepthInputAttachmentIndex` is either `NULL`, or a pointer to a `uint32_t` value defining the index for the depth attachment to be used as an input attachment.
- `pStencilInputAttachmentIndex` is either `NULL`, or a pointer to a `uint32_t` value defining the index for the stencil attachment to be used as an input attachment.

This structure allows applications to remap attachments to different input attachment indices.

Each element of `pColorAttachmentInputIndices` set to a value of `VK_ATTACHMENT_UNUSED` indicates that the corresponding attachment will not be used as an input attachment in this pipeline. Any other value in each of those elements will map the corresponding attachment to a `InputAttachmentIndex` value defined in shader code.

If `pColorAttachmentInputIndices` is `NULL`, it is equivalent to setting each element to its index within the array.

If `pDepthInputAttachmentIndex` or `pStencilInputAttachmentIndex` are set to `NULL`, they map to input attachments without a `InputAttachmentIndex` decoration. If they point to a value of `VK_ATTACHMENT_UNUSED`, it indicates that the corresponding attachment will not be used as an input attachment in this pipeline. If they point to any other value it maps the corresponding attachment to a `InputAttachmentIndex` value defined in shader code.
This structure **can** be included in the `pNext` chain of a `VkGraphicsPipelineCreateInfo` structure to set this state for a pipeline. If this structure is not included in the `pNext` chain of `VkGraphicsPipelineCreateInfo`, it is equivalent to specifying this structure with the following properties:

- `colorAttachmentCount` set to `VkPipelineRenderingCreateInfo::colorAttachmentCount`.
- `pColorAttachmentInputIndices` set to `NULL`.
- `pDepthInputAttachmentIndex` set to `NULL`.
- `pStencilInputAttachmentIndex` set to `NULL`.

This structure **can** be included in the `pNext` chain of a `VkCommandBufferInheritanceInfo` structure to specify inherited state from the primary command buffer. If this structure is not included in the `pNext` chain of `VkCommandBufferInheritanceInfo`, it is equivalent to specifying this structure with the following properties:

- `colorAttachmentCount` set to `VkCommandBufferInheritanceRenderingCreateInfo::colorAttachmentCount`.
- `pColorAttachmentInputIndices` set to `NULL`.
- `pDepthInputAttachmentIndex` set to `NULL`.
- `pStencilInputAttachmentIndex` set to `NULL`.

### Valid Usage

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-dynamicRenderingLocalRead-09519**
  If the `dynamicRenderingLocalRead` feature is not enabled, and `pColorAttachmentInputIndices` is not `NULL`, each element **must** be set to `VK_ATTACHMENT_UNUSED`

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-dynamicRenderingLocalRead-09520**
  If the `dynamicRenderingLocalRead` feature is not enabled, `pDepthInputAttachmentIndex` **must** be a valid pointer to a value of `VK_ATTACHMENT_UNUSED`

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-dynamicRenderingLocalRead-09521**
  If the `dynamicRenderingLocalRead` feature is not enabled, `pStencilInputAttachmentIndex` **must** be a valid pointer to a value of `VK_ATTACHMENT_UNUSED`

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-pColorAttachmentInputIndices-09522**
  Elements of `pColorAttachmentInputIndices` that are not `VK_ATTACHMENT_UNUSED` **must** each be unique

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-pColorAttachmentInputIndices-09523**
  Elements of `pColorAttachmentInputIndices` that are not `VK_ATTACHMENT_UNUSED` **must** not take the same value as the content of `pDepthInputAttachmentIndex`

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-pColorAttachmentInputIndices-09524**
  Elements of `pColorAttachmentInputIndices` that are not `VK_ATTACHMENT_UNUSED` **must** not take the same value as the content of `pStencilInputAttachmentIndex`

- **VUID-VkRenderingInputAttachmentIndexInfoKHR-colorAttachmentCount-09525**
  `colorAttachmentCount` **must** be less than or equal to `maxColorAttachments`
Valid Usage (Implicit)

- VUID-VkRenderingInputAttachmentIndexInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_RENDERING_INPUT_ATTACHMENT_INDEX_INFO_KHR

- VUID-VkRenderingInputAttachmentIndexInfoKHR-pColorAttachmentInputIndices-parameter
  If colorAttachmentCount is not 0, and pColorAttachmentInputIndices is not NULL,
  pColorAttachmentInputIndices must be a valid pointer to an array of colorAttachmentCount uint32_t values

- VUID-VkRenderingInputAttachmentIndexInfoKHR-pDepthInputAttachmentIndex-parameter
  If pDepthInputAttachmentIndex is not NULL, pDepthInputAttachmentIndex must be a valid
  pointer to a valid uint32_t value

- VUID-VkRenderingInputAttachmentIndexInfoKHR-pStencilInputAttachmentIndex-parameter
  If pStencilInputAttachmentIndex is not NULL, pStencilInputAttachmentIndex must be a valid
  pointer to a valid uint32_t value

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.

15.5.1. 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.

15.6. Ray Tracing Pipeline Interface

Ray tracing pipelines may have more stages than other pipelines with multiple instances of each stage and more dynamic interactions between the stages, but still have interface structures that obey the same general rules as interfaces between shader stages in other pipelines. The three types of inter-stage interface variables for ray tracing pipelines are:

- Ray payloads containing data tracked for the entire lifetime of the ray.
- Hit attributes containing data about a specific hit for the duration of its processing.
- Callable data for passing data into and out of a callable shader.

Ray payloads and callable data are used in explicit shader call instructions, so they have an incoming variant to distinguish the parameter passed to the invocation from any other payloads or
data being used by subsequent shader call instructions.

An interface structure used between stages must match between the stages using it. Specifically:

- The hit attribute structure read in an any-hit or closest hit shader must be the same structure as the hit attribute structure written in the corresponding intersection shader in the same hit group.
- The incoming callable data for a callable shader must be the same structure as the callable data referenced by the execute callable instruction in the calling shader.
- The ray payload for a shader invoked by a ray tracing command must be the same structure for all shader stages using the payload for that ray.

Any shader with an incoming ray payload, incoming callable data, or hit attribute must only declare one variable of that type.

Table 15. Ray Pipeline Shader Interface

<table>
<thead>
<tr>
<th>Shader Stage</th>
<th>Ray Payload</th>
<th>Incoming Ray Payload</th>
<th>Hit Attribute</th>
<th>Callable Data</th>
<th>Incoming Callable Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ray Generation</td>
<td>r/w</td>
<td></td>
<td>r/w</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Intersection</td>
<td></td>
<td>r/w</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Any-Hit</td>
<td>r/w</td>
<td>r</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Closest Hit</td>
<td>r/w</td>
<td>r</td>
<td>r</td>
<td>r/w</td>
<td></td>
</tr>
<tr>
<td>Miss</td>
<td>r/w</td>
<td>r</td>
<td>r</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Callable</td>
<td></td>
<td></td>
<td>r/w</td>
<td>r/w</td>
<td></td>
</tr>
</tbody>
</table>

15.7. 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.

15.7.1. 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.

15.7.2. 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 OpImageWrite, if the image format supports VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT 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 or OpImageSparseRead, if the image format supports VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT 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, 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, maxStorageBufferRange)`. Variables identified with the `Uniform` storage class **can** also be used to access transparent descriptor set backed resources when the variable is assigned to a descriptor set layout binding with a `descriptorType` of `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK`. In this case the variable **must** be typed as `OpTypeStruct` and **cannot** be aggregated into arrays of that type. Further, the `Offset` decoration for any member of such a variable **must** not cause the space required for that variable to extend outside the range `[0, maxInlineUniformBlockSize)`.

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

**Acceleration structures:**
- Dynamically uniform: Always supported.
- Non-uniform: Always supported.

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 16. Shader Resource and Descriptor Type Correspondence

<table>
<thead>
<tr>
<th>Resource type</th>
<th>Descriptor Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>sampler</td>
<td>VK_DESCRIPTOR_TYPE_SAMPLER or VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER</td>
</tr>
<tr>
<td>sampled image</td>
<td>VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE or VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER</td>
</tr>
<tr>
<td>storage image</td>
<td>VK_DESCRIPTOR_TYPE_STORAGE_IMAGE</td>
</tr>
<tr>
<td>combined image sampler</td>
<td>VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER</td>
</tr>
<tr>
<td>uniform texel buffer</td>
<td>VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER</td>
</tr>
<tr>
<td>storage texel buffer</td>
<td>VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER</td>
</tr>
<tr>
<td>uniform buffer</td>
<td>VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC</td>
</tr>
<tr>
<td>storage buffer</td>
<td>VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC</td>
</tr>
<tr>
<td>input attachment</td>
<td>VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT</td>
</tr>
<tr>
<td>inline uniform block</td>
<td>VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK</td>
</tr>
<tr>
<td>acceleration structure</td>
<td>VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR</td>
</tr>
</tbody>
</table>

Table 17. 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>
<tr>
<td>combined image sampler</td>
<td>UniformConstant</td>
<td>OpTypeSampledImage</td>
<td>OpTypeSampler</td>
</tr>
<tr>
<td></td>
<td></td>
<td>OpTypeImage (Sampled=1)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>OpTypeSampler</td>
<td></td>
</tr>
<tr>
<td>uniform texel buffer</td>
<td>UniformConstant</td>
<td>OpTypeImage (Dim=Buffer, Sampled=1)</td>
<td></td>
</tr>
<tr>
<td>storage texel buffer</td>
<td>UniformConstant</td>
<td>OpTypeImage (Dim=Buffer, Sampled=2)</td>
<td></td>
</tr>
<tr>
<td>uniform buffer</td>
<td>Uniform</td>
<td>OpTypeStruct</td>
<td>Block, Offset, (ArrayStride), (MatrixStride)</td>
</tr>
<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>OpTypeStruct</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>
<tr>
<td>Resource type</td>
<td>Storage Class</td>
<td>Type(^1)</td>
<td>Decoration(s)(^2)</td>
</tr>
<tr>
<td>-------------------------</td>
<td>------------------</td>
<td>----------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>inline uniform block</td>
<td>Uniform</td>
<td>OpTypeStruct</td>
<td>Block, Offset, (ArrayStride), (MatrixStride)</td>
</tr>
<tr>
<td>acceleration structure</td>
<td>UniformConstant</td>
<td>OpTypeAccelerationStructureKHR</td>
<td></td>
</tr>
</tbody>
</table>

1

Where \textit{OpTypeImage} is referenced, the \textit{Dim} values \textit{Buffer} and \textit{Subpassdata} are only accepted where they are specifically referenced. They do not correspond to resource types where a generic \textit{OpTypeImage} is specified.

2

In addition to \textit{DescriptorSet} and \textit{Binding}.

15.7.3. \textit{DescriptorSet} and \textit{Binding} Assignment

A variable decorated with a \textit{DescriptorSet} decoration of \textit{s} and a \textit{Binding} decoration of \textit{b} indicates that this variable is associated with the \textit{VkDescriptorSetLayoutBinding} that has a \textit{binding} equal to \textit{b} in \textit{pSetLayouts}[\textit{s}] that was specified in \textit{VkPipelineLayoutCreateInfo}.

\textit{DescriptorSet} decoration values \textbf{must} be between zero and \textit{maxBoundDescriptorSets} minus one, inclusive. \textit{Binding} decoration values \textbf{can} be any 32-bit unsigned integer value, as described in \textit{Descriptor Set Layout}. Each descriptor set has its own binding name space.

If the \textit{Binding} decoration is used with an array, the entire array is assigned that binding value. The array \textbf{must} be a single-dimensional array and size of the array \textbf{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 \textbf{must} not be used. If the array is runtime-sized, the \textit{runtimeDescriptorArray} feature \textbf{must} be enabled and the \textit{RuntimeDescriptorArray} capability \textbf{must} be declared. The index of each element of the array is referred to as the \textit{arrayElement}. For the purposes of interface matching and descriptor set \textit{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 \textbf{can} be accessed by a pipeline stage as shown in \textit{Shader Resource Limits}. The “Resources Per Stage” column gives the limit on the number each type of resource that \textbf{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 \textbf{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 \textit{stageFlags}.

However, if a variable assigned to a given \textit{DescriptorSet} and \textit{Binding} is statically used by the entry point for a shader stage, the pipeline layout \textbf{must} contain a descriptor set layout binding in that descriptor set layout and for that binding number, and that binding’s \textit{stageFlags} \textbf{must} include the appropriate \textit{VkShaderStageFlagBits} for that stage. The variable \textbf{must} be of a valid resource type determined by its SPIR-V type and storage class, as defined in \textit{Shader Resource and Storage Class Correspondence}. The descriptor set layout binding \textbf{must} be of a corresponding descriptor type, as
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 18. 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>maxPerStageDescriptorSamplerdImages or maxPerStageDescriptorUpdateAfterBindSamplerdImages</td>
<td>combined image sampler</td>
</tr>
<tr>
<td>maxPerStageDescriptorSampledImages or maxPerStageDescriptorUpdateAfterBindSampledImages</td>
<td>sampled image</td>
</tr>
<tr>
<td>maxPerStageDescriptorSamplerdImages or maxPerStageDescriptorUpdateAfterBindSampledImages</td>
<td>combined image sampler</td>
</tr>
<tr>
<td>maxPerStageDescriptorSamplerdImages or maxPerStageDescriptorUpdateAfterBindSampledImages</td>
<td>uniform texel buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageImages or maxPerStageDescriptorUpdateAfterBindStorageImages</td>
<td>storage image</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageImages or maxPerStageDescriptorUpdateAfterBindStorageImages</td>
<td>storage texel buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorUniformBuffers or maxPerStageDescriptorUpdateAfterBindUniformBuffers</td>
<td>uniform buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorUniformBuffers or maxPerStageDescriptorUpdateAfterBindUniformBuffers</td>
<td>uniform buffer dynamic</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageBuffers or maxPerStageDescriptorUpdateAfterBindStorageBuffers</td>
<td>storage buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageBuffers or maxPerStageDescriptorUpdateAfterBindStorageBuffers</td>
<td>storage buffer dynamic</td>
</tr>
<tr>
<td>maxPerStageDescriptorInputAttachments or maxPerStageDescriptorUpdateAfterBindInputAttachments</td>
<td>input attachment¹</td>
</tr>
<tr>
<td>Resources per Stage</td>
<td>Resource Types</td>
</tr>
<tr>
<td>---------------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>maxPerStageDescriptorInlineUniformBlocks or maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks</td>
<td>inline uniform block</td>
</tr>
<tr>
<td>maxPerStageDescriptorAccelerationStructures or maxPerStageDescriptorUpdateAfterBindAccelerationStructures</td>
<td>acceleration structure</td>
</tr>
</tbody>
</table>

1

Input attachments can only be used in the fragment shader stage

15.7.4. 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 \(\text{floor}(F / 16) \neq \text{floor}(L / 16)\).
• 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, ShaderRecordBufferKHR, or PushConstant then every member must be aligned according to its scalar alignment.
2. If the workgroupMemoryExplicitLayoutScalarBlockLayout feature is enabled on the device and the storage class is Workgroup then every member must be aligned according to its scalar alignment.
3. All vectors must be aligned according to their scalar alignment.
4. 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.
5. 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, ShaderRecordBufferKHR, or PushConstant, and the scalarBlockLayout feature is not enabled on the device.
• The storage class is Workgroup, and either the struct member is not part of a Block or the workgroupMemoryExplicitLayoutScalarBlockLayout 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.

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

## 15.8. 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.

**BaryCoordKHR**

The BaryCoordKHR decoration can be used to decorate a fragment shader input variable. This variable will contain a three-component floating-point vector with barycentric weights that indicate the location of the fragment relative to the screen-space locations of vertices of its primitive, obtained using perspective interpolation.

### Valid Usage

• VUID-BaryCoordKHR-BaryCoordKHR-04154
  The BaryCoordKHR decoration must be used only within the Fragment Execution Model
• VUID-BaryCoordKHR-BaryCoordKHR-04155
  The variable decorated with BaryCoordKHR must be declared using the Input Storage Class
The variable decorated with `BaryCoordKHR` must be declared as a three-component vector of 32-bit floating-point values.

**BaryCoordNoPerspKHR**

The `BaryCoordNoPerspKHR` decoration can be used to decorate a fragment shader input variable. This variable will contain a three-component floating-point vector with barycentric weights that indicate the location of the fragment relative to the screen-space locations of vertices of its primitive, obtained using linear interpolation.

**Valid Usage**

- VUID-BaryCoordNoPerspKHR-BaryCoordNoPerspKHR-04160
  The `BaryCoordNoPerspKHR` decoration must be used only within the Fragment Execution Model
- VUID-BaryCoordNoPerspKHR-BaryCoordNoPerspKHR-04161
  The variable decorated with `BaryCoordNoPerspKHR` must be declared using the Input Storage Class
- VUID-BaryCoordNoPerspKHR-BaryCoordNoPerspKHR-04162
  The variable decorated with `BaryCoordNoPerspKHR` must be declared as a three-component vector of 32-bit floating-point values

**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 \( i^{\text{th}} \) 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.

**CullMaskKHR**

A variable decorated with the `CullMaskKHR` decoration will specify the cull mask of the ray being processed. The value is given by the `Cull Mask` parameter passed into one of the `OpTrace*` instructions.
Valid Usage

- VUID-CullMaskKHR-CullMaskKHR-06735
  The CullMaskKHR decoration must be used only within the IntersectionKHR, AnyHitKHR, ClosestHitKHR, or MissKHR Execution Model.

- VUID-CullMaskKHR-CullMaskKHR-06736
  The variable decorated with CullMaskKHR must be declared using the Input Storage Class.

- VUID-CullMaskKHR-CullMaskKHR-06737
  The variable decorated with CullMaskKHR must be declared as a scalar 32-bit integer value.

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 \texttt{FragCoord} reflect the location of one of the samples corresponding to the shader invocation.

Otherwise, the \(x\) and \(y\) components of \texttt{FragCoord} reflect the location of the center of the fragment.

The \(z\) component of \texttt{FragCoord} is the interpolated depth value of the primitive.

The \(w\) component is the interpolated \(\frac{1}{w}\).

The \texttt{Centroid} interpolation decoration is ignored, but allowed, on \texttt{FragCoord}.

### Valid Usage

- **VUID-FragCoord-FragCoord-04210**
  The \texttt{FragCoord} decoration must be used only within the Fragment Execution Model

- **VUID-FragCoord-FragCoord-04211**
  The variable decorated with \texttt{FragCoord} must be declared using the Input Storage Class

- **VUID-FragCoord-FragCoord-04212**
  The variable decorated with \texttt{FragCoord} must be declared as a four-component vector of 32-bit floating-point values

#### \texttt{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 \texttt{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 \texttt{FragDepth} decoration must be used only within the Fragment Execution Model

- **VUID-FragDepth-FragDepth-04214**
  The variable decorated with \texttt{FragDepth} must be declared using the Output Storage Class

- **VUID-FragDepth-FragDepth-04215**
  The variable decorated with \texttt{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 \texttt{FragDepth}, the DepthReplacing Execution Mode must be declared
**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

**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-GlobalInvocationId-GlobalInvocationId-04236
  The `GlobalInvocationId` decoration must be used only within the GLCompute, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model
- VUID-GlobalInvocationId-GlobalInvocationId-04237
  The variable decorated with `GlobalInvocationId` must be declared using the Input Storage Class
- VUID-GlobalInvocationId-GlobalInvocationId-04238
  The variable decorated with `GlobalInvocationId` must be declared as a three-component vector of 32-bit integer values

**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-HelperInvocation-HelperInvocation-04239
  The `HelperInvocation` decoration **must** be used only within the Fragment Execution Model

- VUID-HelperInvocation-HelperInvocation-04240
  The variable decorated with `HelperInvocation` **must** be declared using the Input Storage Class

- VUID-HelperInvocation-HelperInvocation-04241
  The variable decorated with `HelperInvocation` **must** be declared as a boolean value

**HitKindKHR**

A variable decorated with the `HitKindKHR` decoration will describe the intersection that triggered the execution of the current shader. The values are determined by the intersection shader. For user-defined intersection shaders this is the value that was passed to the “Hit Kind” operand of `OpReportIntersectionKHR`. For triangle intersection candidates, this will be one of `HitKindFrontFacingTriangleKHR` or `HitKindBackFacingTriangleKHR`.

**Valid Usage**

- VUID-HitKindKHR-HitKindKHR-04242
  The `HitKindKHR` decoration **must** be used only within the AnyHitKHR or ClosestHitKHR Execution Model

- VUID-HitKindKHR-HitKindKHR-04243
  The variable decorated with `HitKindKHR` **must** be declared using the Input Storage Class

- VUID-HitKindKHR-HitKindKHR-04244
  The variable decorated with `HitKindKHR` **must** be declared as a scalar 32-bit integer value

**HitTriangleVertexPositionsKHR**

A variable decorated with the `HitTriangleVertexPositionsKHR` decoration will specify the object space vertices of the triangle at the current intersection in application-provided order. The positions returned are transformed by the geometry transform, which is performed at standard floating point precision, but without a specifically defined order of floating point operations to perform the matrix multiplication.

**Valid Usage**

- VUID-HitTriangleVertexPositionsKHR-HitTriangleVertexPositionsKHR-08747
  The `HitTriangleVertexPositionsKHR` decoration **must** be used only within the AnyHitKHR or ClosestHitKHR Execution Model

- VUID-HitTriangleVertexPositionsKHR-HitTriangleVertexPositionsKHR-08748
  The variable decorated with `HitTriangleVertexPositionsKHR` **must** be declared using the Input Storage Class

- VUID-HitTriangleVertexPositionsKHR-HitTriangleVertexPositionsKHR-08749
The variable decorated with `HitTriangleVertexPositionsKHR` must be declared as an array of three vectors of three 32-bit float values.

- **VUID-HitTriangleVertexPositionsKHR-HitTriangleVertexPositionsKHR-08750**
  The variable decorated with `HitTriangleVertexPositionsKHR` must be used only if the value of `HitKindKHR` is `HitKindFrontFacingTriangleKHR` or `HitKindBackFacingTriangleKHR`.

- **VUID-HitTriangleVertexPositionsKHR-None-08751**
  The acceleration structure corresponding to the current intersection must have been built with `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DATA_ACCESS_KHR`.

**IncomingRayFlagsKHR**

A variable with the `IncomingRayFlagsKHR` decoration will contain the ray flags passed in to the trace call that invoked this particular shader. Setting pipeline flags on the ray tracing pipeline must not cause any corresponding flags to be set in variables with this decoration.

### Valid Usage

- **VUID-IncomingRayFlagsKHR-IncomingRayFlagsKHR-04248**
  The `IncomingRayFlagsKHR` decoration must be used only within the `IntersectionKHR`, `AnyHitKHR`, `ClosestHitKHR`, or `MissKHR` Execution Model.

- **VUID-IncomingRayFlagsKHR-IncomingRayFlagsKHR-04249**
  The variable decorated with `IncomingRayFlagsKHR` must be declared using the `Input Storage Class`.

- **VUID-IncomingRayFlagsKHR-IncomingRayFlagsKHR-04250**
  The variable decorated with `IncomingRayFlagsKHR` must be declared as a scalar 32-bit integer value.

**InstanceCustomIndexKHR**

A variable decorated with the `InstanceCustomIndexKHR` decoration will contain the application-defined value of the instance that intersects the current ray. This variable contains the value that was specified in `VkAccelerationStructureInstanceKHR::instanceCustomIndex` for the current acceleration structure instance in the lower 24 bits and the upper 8 bits will be zero.

### Valid Usage

- **VUID-InstanceCustomIndexKHR-InstanceCustomIndexKHR-04251**
  The `InstanceCustomIndexKHR` decoration must be used only within the `IntersectionKHR`, `AnyHitKHR`, or `ClosestHitKHR` Execution Model.

- **VUID-InstanceCustomIndexKHR-InstanceCustomIndexKHR-04252**
  The variable decorated with `InstanceCustomIndexKHR` must be declared using the `Input Storage Class`.

- **VUID-InstanceCustomIndexKHR-InstanceCustomIndexKHR-04253**
  The variable decorated with `InstanceCustomIndexKHR` must be declared as a scalar 32-bit integer value.
InstanceId
Decorating a variable in an intersection, any-hit, or closest hit shader with the InstanceId decoration will make that variable contain the index of the instance that intersects the current ray.

Valid Usage
- VUID-InstanceId-InstanceId-04254
  The InstanceId decoration must be used only within the IntersectionKHR, AnyHitKHR, or ClosestHitKHR Execution Model
- VUID-InstanceId-InstanceId-04255
  The variable decorated with InstanceId must be declared using the Input Storage Class
- VUID-InstanceId-InstanceId-04256
  The variable decorated with InstanceId must be declared as a scalar 32-bit integer value

InvocationId
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

LaunchIdKHR

A variable decorated with the `LaunchIdKHR` decoration will specify the index of the work item being processed. One work item is generated for each of the `width × height × depth` items dispatched by a `vkCmdTraceRaysKHR` command. All shader invocations inherit the same value for variables decorated with `LaunchIdKHR`.

Valid Usage

• VUID-LaunchIdKHR-LaunchIdKHR-04266
  The `LaunchIdKHR` decoration **must** be used only within the **RayGenerationKHR, IntersectionKHR, AnyHitKHR, ClosestHitKHR, MissKHR, or CallableKHR Execution Model**

• VUID-LaunchIdKHR-LaunchIdKHR-04267
  The variable decorated with `LaunchIdKHR` **must** be declared using the **Input Storage Class**

• VUID-LaunchIdKHR-LaunchIdKHR-04268
  The variable decorated with `LaunchIdKHR` **must** be declared as a three-component vector of 32-bit integer values

LaunchSizeKHR

A variable decorated with the `LaunchSizeKHR` decoration will contain the `width`, `height`, and `depth` dimensions passed to the `vkCmdTraceRaysKHR` command that initiated this shader execution. The `width` is in the first component, the `height` is in the second component, and the `depth` is in the third component.

Valid Usage

• VUID-LaunchSizeKHR-LaunchSizeKHR-04269
  The `LaunchSizeKHR` decoration **must** be used only within the **RayGenerationKHR, IntersectionKHR, AnyHitKHR, ClosestHitKHR, MissKHR, or CallableKHR Execution Model**

• VUID-LaunchSizeKHR-LaunchSizeKHR-04267
  The variable decorated with `LaunchSizeKHR` **must** be declared using the **Input Storage Class**

• VUID-LaunchSizeKHR-LaunchSizeKHR-04268
  The variable decorated with `LaunchSizeKHR` **must** be declared as a three-component vector of 32-bit integer values
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.

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 must also be decorated with the PerPrimitiveEXT decoration

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:

\[
\text{LocalInvocationIndex} = \text{LocalInvocationId}.z \times \text{WorkgroupSize}.x \times \text{WorkgroupSize}.y + \\
\text{LocalInvocationId}.y \times \text{WorkgroupSize}.x + \\
\text{LocalInvocationId}.x;
\]

**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

**ObjectRayDirectionKHR**

A variable decorated with the ObjectRayDirectionKHR decoration will specify the direction of the ray being processed, in object space.

**Valid Usage**

- VUID-ObjectRayDirectionKHR-ObjectRayDirectionKHR-04299
  The ObjectRayDirectionKHR decoration must be used only within the IntersectionKHR, AnyHitKHR, or ClosestHitKHR Execution Model
- VUID-ObjectRayDirectionKHR-ObjectRayDirectionKHR-04300
  The variable decorated with ObjectRayDirectionKHR must be declared using the Input Storage Class
Storage Class

- **VUID-ObjectRayDirectionKHR-ObjectRayDirectionKHR-04301**
  The variable decorated with `ObjectRayDirectionKHR` **must** be declared as a three-component vector of 32-bit floating-point values

**ObjectRayOriginKHR**

A variable decorated with the `ObjectRayOriginKHR` decoration will specify the origin of the ray being processed, in object space.

**Valid Usage**

- **VUID-ObjectRayOriginKHR-ObjectRayOriginKHR-04302**
  The `ObjectRayOriginKHR` decoration **must** be used only within the `IntersectionKHR`, `AnyHitKHR`, or `ClosestHitKHR` Execution Model

- **VUID-ObjectRayOriginKHR-ObjectRayOriginKHR-04303**
  The variable decorated with `ObjectRayOriginKHR` **must** be declared using the Input Storage Class

- **VUID-ObjectRayOriginKHR-ObjectRayOriginKHR-04304**
  The variable decorated with `ObjectRayOriginKHR` **must** be declared as a three-component vector of 32-bit floating-point values

**ObjectToWorldKHR**

A variable decorated with the `ObjectToWorldKHR` decoration will contain the current object-to-world transformation matrix, which is determined by the instance of the current intersection.

**Valid Usage**

- **VUID-ObjectToWorldKHR-ObjectToWorldKHR-04305**
  The `ObjectToWorldKHR` decoration **must** be used only within the `IntersectionKHR`, `Any HitKHR`, or `ClosestHitKHR` Execution Model

- **VUID-ObjectToWorldKHR-ObjectToWorldKHR-04306**
  The variable decorated with `ObjectToWorldKHR` **must** be declared using the Input Storage Class

- **VUID-ObjectToWorldKHR-ObjectToWorldKHR-04307**
  The variable decorated with `ObjectToWorldKHR` **must** be declared as a matrix with four columns of three-component vectors of 32-bit floating-point 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 TessellationEvaluationExecution Model.

- **VUID-PatchVertices-PatchVertices-04309**
  The variable decorated with PatchVertices **must** be declared using the Input Storage Class.

- **VUID-PatchVertices-PatchVertices-04310**
  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.

**Note**

Depending on how the point is rasterized, PointCoord may never reach (0,0) or (1,1).

### 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 or the final rasterization of polygons if polygon mode is VK_POLYGON_MODE_POINT when VkPhysicalDeviceMaintenance5PropertiesKHR::polygonModePointSize is set to VK_TRUE. 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. If maintenance5 is enabled and a value is not written to a variable decorated with PointSize, a value of 1.0 is used as the size of points.
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.

Valid Usage

- VUID-PointSize-PointSize-04314
  The **PointSize** decoration **must** be used only within the **MeshEXT, MeshNV, Vertex, TessellationControl, TessellationEvaluation, or Geometry Execution Model**

- VUID-PointSize-PointSize-04315
  The variable decorated with **PointSize** within the **MeshEXT, MeshNV, or Vertex Execution Model** **must** be declared using the **Output Storage Class**

- VUID-PointSize-PointSize-04316
  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**

- VUID-PointSize-PointSize-04317
  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, Vertex, 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.

In an intersection, any-hit, or closest hit shader, it will contain the index within the geometry of the triangle or bounding box being processed.

**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.
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.

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.

If Fragment Execution Model contains a variable decorated with PrimitiveId, then either the MeshShadingEXT, MeshShadingNV, Geometry or Tessellation capability must also be declared.

The variable decorated with PrimitiveId within the TessellationControl, TessellationEvaluation, Fragment, IntersectionKHR, AnyHitKHR, or ClosestHitKHR Execution Model must be declared using the Input Storage Class.

The variable decorated with PrimitiveId within the Geometry Execution Model must be declared using the Input or Output Storage Class.

The variable decorated with PrimitiveId within the MeshEXT or MeshNV Execution Model must be declared using the Output Storage Class.

The variable decorated with PrimitiveId must be declared as a scalar 32-bit integer value.

The variable decorated with PrimitiveId must also be decorated with the PerPrimitiveEXT decoration.

**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.

RayGeometryIndexKHR

A variable decorated with the RayGeometryIndexKHR decoration will contain the geometry index for the acceleration structure geometry currently being shaded.

Valid Usage

- VUID-RayGeometryIndexKHR-RayGeometryIndexKHR-04345
  The RayGeometryIndexKHR decoration must be used only within the IntersectionKHR, AnyHitKHR, or ClosestHitKHR Execution Model.

- VUID-RayGeometryIndexKHR-RayGeometryIndexKHR-04346
  The variable decorated with RayGeometryIndexKHR must be declared using the Input Storage Class.

- VUID-RayGeometryIndexKHR-RayGeometryIndexKHR-04347
  The variable decorated with RayGeometryIndexKHR must be declared as a scalar 32-bit integer value.

RayTmaxKHR

A variable decorated with the RayTmaxKHR decoration will contain the parametric $t_{\text{max}}$ value of the
ray being processed. The value is independent of the space in which the ray origin and direction exist. The value is initialized to the parameter passed into the pipeline trace ray instruction.

The \( t_{\text{max}} \) value changes throughout the lifetime of the ray that produced the intersection. In the closest hit shader, the value reflects the closest distance to the intersected primitive. In the any-hit shader, it reflects the distance to the primitive currently being intersected. In the intersection shader, it reflects the distance to the closest primitive intersected so far or the initial value. The value can change in the intersection shader after calling \texttt{OpReportIntersectionKHR} if the corresponding any-hit shader does not ignore the intersection. In a miss shader, the value is identical to the parameter passed into the pipeline trace ray instruction.

**Valid Usage**

- VUID-RayTmaxKHR-RayTmaxKHR-04348
  The \texttt{RayTmaxKHR} decoration must be used only within the \texttt{IntersectionKHR}, \texttt{AnyHitKHR}, \texttt{ClosestHitKHR}, or \texttt{MissKHR} Execution Model

- VUID-RayTmaxKHR-RayTmaxKHR-04349
  The variable decorated with \texttt{RayTmaxKHR} must be declared using the Input Storage Class

- VUID-RayTmaxKHR-RayTmaxKHR-04350
  The variable decorated with \texttt{RayTmaxKHR} must be declared as a scalar 32-bit floating-point value

\textbf{RayTminKHR}

A variable decorated with the \texttt{RayTminKHR} decoration will contain the parametric \( t_{\text{min}} \) value of the ray being processed. The value is independent of the space in which the ray origin and direction exist. The value is the parameter passed into the pipeline trace ray instruction.

The \( t_{\text{min}} \) value remains constant for the duration of the ray query.

**Valid Usage**

- VUID-RayTminKHR-RayTminKHR-04351
  The \texttt{RayTminKHR} decoration must be used only within the \texttt{IntersectionKHR}, \texttt{AnyHitKHR}, \texttt{ClosestHitKHR}, or \texttt{MissKHR} Execution Model

- VUID-RayTminKHR-RayTminKHR-04352
  The variable decorated with \texttt{RayTminKHR} must be declared using the Input Storage Class

- VUID-RayTminKHR-RayTminKHR-04353
  The variable decorated with \texttt{RayTminKHR} must be declared as a scalar 32-bit floating-point value

\textbf{SampleId}

Decorating a variable with the \texttt{SampleId} built-in decoration will make that variable contain the coverage index for the current fragment shader invocation. \texttt{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 (\(\text{SampleMask}[M]\)) 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
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.

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 builtin 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 1023
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` Decoding 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` Decoding 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, or if `module` declares SPIR-V version 1.6 or higher, and the local workgroup size in the X dimension of the stage is a multiple of `SubgroupSize`, 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 or shader object was created with full subgroups applications can compute their own local invocation index to serve the same purpose:

\[
\text{index} = \text{SubgroupLocalInvocationId} + \text{SubgroupId} \times \text{SubgroupSize}
\]

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.

**Note**

`VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` and `VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT` are effectively deprecated when compiling SPIR-V 1.6 shaders, as this behavior is the default for Vulkan with SPIR-V 1.6. This is more aligned with developer expectations, and avoids applications unexpectedly breaking in the future.

---

### 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
A power-of-two integer.

If the pipeline was created with the `VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT` flag set, or the shader object was created with the `VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT` flag set, or the SPIR-V module is at least version 1.6, 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, or the shader object was created with a chained `VkShaderRequiredSubgroupSizeCreateInfoEXT` structure, the `SubgroupSize` decorated variable will match `requiredSubgroupSize`.

If SPIR-V module is less than version 1.6 and 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, and the shader was not created with the `VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT` flag set and no `VkShaderRequiredSubgroupSizeCreateInfoEXT` 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.

**Note**

The old behavior for `SubgroupSize` is considered deprecated as certain compute algorithms cannot be easily implemented without the guarantees of `VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT` and `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT`.

**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.
Valid Usage

• VUID-TessCoord-TessCoord-04387
  The **TessCoord** decoration **must** be used only within the **TessellationEvaluation Execution Model**

• VUID-TessCoord-TessCoord-04388
  The variable decorated with **TessCoord** **must** be declared using the **Input Storage Class**

• VUID-TessCoord-TessCoord-04389
  The variable decorated with **TessCoord** **must** be declared as a three-component vector of 32-bit floating-point values

**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.

Valid Usage

• VUID-TessLevelOuter-TessLevelOuter-04390
  The **TessLevelOuter** decoration **must** be used only within the **TessellationControl or TessellationEvaluation Execution Model**

• VUID-TessLevelOuter-TessLevelOuter-04391
  The variable decorated with **TessLevelOuter** within the **TessellationControl Execution Model** **must** be declared using the **Output Storage Class**

• VUID-TessLevelOuter-TessLevelOuter-04392
  The variable decorated with **TessLevelOuter** within the **TessellationEvaluation Execution Model** **must** be declared using the **Input Storage Class**

• VUID-TessLevelOuter-TessLevelOuter-04393
  The variable decorated with **TessLevelOuter** **must** be declared as an array of size four, containing 32-bit floating-point values

**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`,
**Tessellation Evaluation**, 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**

- **Note**
  SPIR-V 1.6 deprecated **WorkgroupSize** in favor of using the **LocalSizeId** Execution Mode instead. Support for **LocalSizeId** was added with **VK_KHR_maintenance4** and promoted to core in Version 1.3.

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** or **LocalSizeId** 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 WorkgroupSize must be a specialization constant or a constant
- VUID-WorkgroupSize-WorkgroupSize-04427
  The variable decorated with WorkgroupSize must be declared as a three-component vector of 32-bit integer values

WorldRayDirectionKHR

A variable decorated with the WorldRayDirectionKHR decoration will specify the direction of the ray being processed, in world space. The value is the parameter passed into the pipeline trace ray instruction.

Valid Usage

- VUID-WorldRayDirectionKHR-WorldRayDirectionKHR-04428
  The WorldRayDirectionKHR decoration must be used only within the IntersectionKHR, AnyHitKHR, ClosestHitKHR, or MissKHR Execution Model
- VUID-WorldRayDirectionKHR-WorldRayDirectionKHR-04429
  The variable decorated with WorldRayDirectionKHR must be declared using the Input Storage Class
- VUID-WorldRayDirectionKHR-WorldRayDirectionKHR-04430
  The variable decorated with WorldRayDirectionKHR must be declared as a three-component vector of 32-bit floating-point values

WorldRayOriginKHR

A variable decorated with the WorldRayOriginKHR decoration will specify the origin of the ray being processed, in world space. The value is the parameter passed into the pipeline trace ray instruction.

Valid Usage

- VUID-WorldRayOriginKHR-WorldRayOriginKHR-04431
  The WorldRayOriginKHR decoration must be used only within the IntersectionKHR, AnyHitKHR, ClosestHitKHR, or MissKHR Execution Model
- VUID-WorldRayOriginKHR-WorldRayOriginKHR-04432
  The variable decorated with WorldRayOriginKHR must be declared using the Input Storage Class
- VUID-WorldRayOriginKHR-WorldRayOriginKHR-04433
  The variable decorated with WorldRayOriginKHR must be declared as a three-component vector of 32-bit floating-point values
A variable decorated with the `WorldToObjectKHR` decoration will contain the current world-to-object transformation matrix, which is determined by the instance of the current intersection.

### Valid Usage

- **VUID-WorldToObjectKHR-WorldToObjectKHR-04434**
  The `WorldToObjectKHR` decoration must be used only within the `IntersectionKHR`, `AnyHitKHR`, or `ClosestHitKHR` Execution Model.

- **VUID-WorldToObjectKHR-WorldToObjectKHR-04435**
  The variable decorated with `WorldToObjectKHR` must be declared using the Input Storage Class.

- **VUID-WorldToObjectKHR-WorldToObjectKHR-04436**
  The variable decorated with `WorldToObjectKHR` must be declared as a matrix with four columns of three-component vectors of 32-bit floating-point 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.

![Diagram of Texel Coordinate Systems, Linear Filtering](image_url)

**Figure 3. Texel Coordinate Systems, Linear Filtering**

The Texel Coordinate Systems - For the example shown of an $8 \times 4$ 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 \(i_0j_0, i_1j_0, i_0j_1, \) 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 \(i_0j'_0, i_1j'_0, i_0j'_1, \) 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](image)

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 \((\text{red}_{\text{shared}}, \text{green}_{\text{shared}}, \text{blue}_{\text{shared}}, \text{exp}_{\text{shared}})\) as follows:
First, the components (red, green, blue) are clamped to \((\text{red}_\text{clamped}, \text{green}_\text{clamped}, \text{blue}_\text{clamped})\) as:

\[
\begin{align*}
\text{red}_\text{clamped} &= \max(0, \min(\text{sharedexp}_\text{max}, \text{red})) \\
\text{green}_\text{clamped} &= \max(0, \min(\text{sharedexp}_\text{max}, \text{green})) \\
\text{blue}_\text{clamped} &= \max(0, \min(\text{sharedexp}_\text{max}, \text{blue}))
\end{align*}
\]

where:

\[
\begin{align*}
N &= 9 & \text{number of mantissa bits per component} \\
B &= 15 & \text{exponent bias} \\
E_{\text{max}} &= 31 & \text{maximum possible biased exponent value} \\
\text{sharedexp}_\text{max} &= \frac{(2^N - 1)}{2^N} \times 2^{(E_{\text{max}} - B)}
\end{align*}
\]

**Note**

NaN, if supported, is handled as in IEEE 754-2008 \(\text{minNum()}\) and \(\text{maxNum()}\). 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:

\[
\text{max}_{\text{shared}} = \left\lfloor \frac{\text{max}_\text{clamped}}{2^{\lfloor \text{exp}' - B - N \rfloor}} + \frac{1}{2} \right\rfloor
\]

\[
\text{exp}_{\text{shared}} = \begin{cases} 
\text{exp}' & \text{for } 0 \leq \text{max}_{\text{shared}} < 2^N \\
\text{exp}' + 1 & \text{for } \text{max}_{\text{shared}} = 2^N
\end{cases}
\]

Finally, three integer values in the range 0 to \(2^N\) are computed:
16.2.2. Shared Exponent to RGB

A shared exponent color \((\text{red}_{\text{shared}}, \text{green}_{\text{shared}}, \text{blue}_{\text{shared}}, \text{exp}_{\text{shared}})\) is transformed to an RGB color \((\text{red}, \text{green}, \text{blue})\) as follows:

\[
\begin{align*}
\text{red}_{\text{shared}} &= \left\lfloor \frac{\text{red}_{\text{clamped}}}{2^{\text{exp}_{\text{shared}} - B - N}} + \frac{1}{2} \right\rfloor \\
\text{green}_{\text{shared}} &= \left\lfloor \frac{\text{green}_{\text{clamped}}}{2^{\text{exp}_{\text{shared}} - B - N}} + \frac{1}{2} \right\rfloor \\
\text{blue}_{\text{shared}} &= \left\lfloor \frac{\text{blue}_{\text{clamped}}}{2^{\text{exp}_{\text{shared}} - B - N}} + \frac{1}{2} \right\rfloor
\end{align*}
\]

where:

\[
N = 9 \quad \text{(number of mantissa bits per component)}
\]

\[
B = 15 \quad \text{(exponent bias)}
\]

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
\cdot Conversion to RGBA
\cdot Component swizzle
\cdot Chroma reconstruction
\cdot \(Y'_C_B_C_R\) 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 \(Y'_C_B_C_R\) 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:

\begin{itemize}
  \item 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.
  \item 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.
  \item 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.
  \item The \(VkImageLayout\) of any subresource in the image view does not match the \(VkDescriptorImageInfo::imageLayout\) used to write the image descriptor.
  \item The SPIR-V Image Format is not compatible with the image view’s format.
  \item The sampler unnormalizedCoordinates is \(VK\_TRUE\) and any of the limitations of unnormalized coordinates are violated.
  \item The SPIR-V instruction is one of the OpImage*Dref* instructions and the sampler compareEnable is \(VK\_FALSE\).
  \item The SPIR-V instruction is not one of the OpImage*Dref* instructions and the sampler compareEnable is \(VK\_TRUE\).
  \item The SPIR-V instruction is one of the OpImage*Dref* instructions, the image view format is one of the depth/stencil formats, and the image view aspect is not \(VK\_IMAGE\_ASPECT\_DEPTH\_BIT\).
\end{itemize}
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.

Only OpImageSample* and OpImageSparseSample* can be used with a sampler or image view that enables sampler YCbCr conversion.

OpImageFetch, OpImageSparseFetch, OpImage*Gather, and OpImageSparse*Gather must not be used with a sampler or image view that enables sampler YCbCr conversion.

The ConstOffset and Offset operands must not be used with a sampler or image view that enables sampler YCbCr conversion.

If the underlying VkImage format has an X component in its format description, undefined values are read from those bits.

**Note**

If the VkImage format and VkImageView format are the same, these bits will be unused by format conversion and this will have no effect. However, if the VkImageView format is different, then some bits of the result may be undefined. For example, when a VK_FORMAT_R10X6_UNORM_PACK16 VkImage is sampled via a VK_FORMAT_R16_UNORM VkImageView, the low 6 bits of the value before format conversion are undefined and format conversion may return a range of different values.

**Note**

Some implementations will return undefined values in the case where a sampler uses a VkSamplerAddressMode of VK_SAMPLER_ADDRESS_MODE_MIRRORED_REPEAT, the sampler is used with operands Offset, ConstOffset, or 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:

\[
w_s = \text{width of the image level}\]

\[
h_s = \text{height of the image level}\]

\[
d_s = \text{depth of the image level}\]

\[
\text{layers} = \text{number of layers in the image}\]

\[
\text{samples} = \text{number of samples per texel in the image}\]

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 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 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 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 VK_FILTER_NEAREST filtering within a mip level, since 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 if the three available texels 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’C_bC_a 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>
<thead>
<tr>
<th>Sampler</th>
<th>Corresponding Border Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BORDER_COLOR_FLOAT_TRANSPARENT_BLACK</td>
<td>[B_r, B_g, B_b, B_a] = [0.0, 0.0, 0.0, 0.0]</td>
</tr>
</tbody>
</table>
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 20. 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_r</td>
</tr>
<tr>
<td>One component color format</td>
<td>Color_r = B_r</td>
</tr>
<tr>
<td>Two component color format</td>
<td>[Color_r,Color_g] = [B_r,B_g]</td>
</tr>
<tr>
<td>Three component color format</td>
<td>[Color_r,Color_g,Color_b] = [B_r,B_g,B_b]</td>
</tr>
<tr>
<td>Four component color format</td>
<td>[Color_r,Color_g,Color_b,Color_a] = [B_r,B_g,B_b,B_a]</td>
</tr>
<tr>
<td>Single component alpha format</td>
<td>[Color_r,Color_g,Color_b,Color_a] = [0,0,0,B_a]</td>
</tr>
</tbody>
</table>

The value returned by a read of an invalid texel is undefined, unless that read operation is from a buffer resource and the `robustBufferAccess` feature is enabled. In that case, an invalid texel is replaced as described by the `robustBufferAccess` feature. If the access is to an image resource and the x, y, z, or layer coordinate validation fails and the `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 only the sample index was invalid, the values returned are undefined.

Additionally, if the `robustImageAccess` feature is enabled, 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.

If the `VkPhysicalDeviceSparseProperties::residencyNonResidentStrict` property is `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 `residencyNonResidentStrict` is `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 \texttt{aspectMask}, and the operation is an \texttt{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 \texttt{VkCompareOp} value set by \texttt{VkSamplerCreateInfo::compareOp}. The reference value from the SPIR-V operand \( D_{\text{ref}} \) and the texel depth value \( D_{\text{tex}} \) are used as the \textit{reference} and \textit{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:

\textit{Table 21. 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>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [D,0,0,\text{one}] )</td>
</tr>
<tr>
<td>Stencil aspect</td>
<td>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [S,0,0,\text{one}] )</td>
</tr>
<tr>
<td>One component color format</td>
<td>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [\text{Color}_r,0,0,\text{one}] )</td>
</tr>
<tr>
<td>Two component color format</td>
<td>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [\text{Color}_r,\text{Color}_g,0,\text{one}] )</td>
</tr>
<tr>
<td>Three component color format</td>
<td>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [\text{Color}_r,\text{Color}_g,\text{Color}_b,\text{one}] )</td>
</tr>
<tr>
<td>Four component color format</td>
<td>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [\text{Color}_r,\text{Color}_g,\text{Color}_b,\text{Color}_a] )</td>
</tr>
<tr>
<td>One alpha component color format</td>
<td>( [\text{Color}_r,\text{Color}_g,\text{Color}_b, \text{Color}_a] = [0,0,\text{one},\text{Color}_a] )</td>
</tr>
</tbody>
</table>

where \( \text{one} = 1.0f \) for floating-point formats and depth aspects, and \( \text{one} = 1 \) for integer formats and stencil aspects.

16.3.6. Component Swizzle

All texel input instructions apply a \textit{swizzle} based on:

- the \texttt{VkComponentSwizzle} enums in the \texttt{components} member of the \texttt{VkImageViewCreateInfo} structure for the image being read if sampler \( Y'\text{C}_b\text{C}_r \) conversion is not enabled, and
- the \texttt{VkComponentSwizzle} enums in the \texttt{components} member of the \texttt{VkSamplerYcbcrConversionCreateInfo} structure for the sampler \( Y'\text{C}_b\text{C}_r \) conversion if sampler \( Y'\text{C}_b\text{C}_r \) 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:
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`, and `VkPhysicalDeviceMaintenance5PropertiesKHR::depthStencilSwizzleOneSupport` is not set to `VK_TRUE`, 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 `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT`, or the `VkSamplerYcbcrConversionCreateInfo`'s `forceExplicitReconstruction` is set to `VK_TRUE`, reconstruction is performed as an explicit step independent of filtering, described in the Explicit Reconstruction section.

If the format of the image that is to be sampled does not set `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 $\tau_{ijk}[level]$ values accessed by texel filtering are reconstructed as follows:
    
    $$
    \tau_R'(i, j) = \tau_R([i \times 0.5], j)[level] \\
    \tau_B'(i, j) = \tau_B([i \times 0.5], j)[level]
    $$

  - 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 $\tau_{ijk}[level]$ values accessed by texel filtering are reconstructed as follows:
    
    $$
    \tau_R'(i, j) = \tau_R([i \times 0.5], [j \times 0.5])[level] \\
    \tau_B'(i, j) = \tau_B([i \times 0.5], [j \times 0.5])[level]
    $$

  - `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:
      
      $$
      \tau_{RB}'(i, j) = \begin{cases} 
      \tau_{RB}([i \times 0.5], [j \times 0.5])[level], & 0.5 \times i = [0.5 \times i] \\
      0.5 \times \tau_{RB}([i \times 0.5], [j \times 0.5])[level] + \\
      0.5 \times \tau_{RB}([i \times 0.5] + 1, [j \times 0.5])[level], & 0.5 \times i \neq [0.5 \times i]
      \end{cases}
      $$
    
    - If `xChromaOffset` is VK_CHROMA_LOCATION_MIDPOINT:
      
      $$
      \tau_{RB}'(i, j) = \begin{cases} 
      0.25 \times \tau_{RB}([i \times 0.5] - 1, [j \times 0.5])[level] + \\
      0.75 \times \tau_{RB}([i \times 0.5], [j \times 0.5])[level], & 0.5 \times i = [0.5 \times i] \\
      0.75 \times \tau_{RB}([i \times 0.5], [j \times 0.5])[level] + \\
      0.25 \times \tau_{RB}([i \times 0.5] + 1, [j \times 0.5])[level], & 0.5 \times i \neq [0.5 \times i]
      \end{cases}
      $$
  
  - 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:
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.

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):

\[
\begin{align*}
i_{RB} &= \begin{cases} 0.5 \times (i) & \text{xChromaOffset=COSITED_EVEN} \\ 0.5 \times (i - 0.5) & \text{xChromaOffset=MIDPOINT} \end{cases} \\
j_{RB} &= \begin{cases} 0.5 \times (j) & \text{yChromaOffset=COSITED_EVEN} \\ 0.5 \times (j - 0.5) & \text{yChromaOffset=MIDPOINT} \end{cases}
\end{align*}
\]

\[
\begin{align*}
i_{floor} &= [i_{RB}] \\
j_{floor} &= [j_{RB}] \\
i_{frac} &= i_{RB} - i_{floor} \\
j_{frac} &= j_{RB} - j_{floor}
\end{align*}
\]

\[
\begin{align*}
\tau_{RB}(i, j) &= \tau_{RB}(i_{floor}, j_{floor})[level] \times (1 - i_{frac}) \times (1 - j_{frac}) + \\
\tau_{RB}(1 + i_{floor}, j_{floor})[level] &= \tau_{RB}(1 + i_{floor}, 1 + j_{floor})[level] \times (1 - i_{frac}) \times (1 - j_{frac}) + \\
\tau_{RB}(i_{floor}, 1 + j_{floor})[level] &= \tau_{RB}(i_{floor}, 1 + j_{floor})[level] \times (1 - i_{frac}) \times (1 - j_{frac}) + \\
\tau_{RB}(1 + i_{floor}, 1 + j_{floor})[level] &= \tau_{RB}(1 + i_{floor}, 1 + j_{floor})[level] \times (1 - i_{frac}) \times (1 - j_{frac})
\end{align*}
\]
16.3.9. Sampler Y’C_B_C_R Conversion

Sampler Y’C_B_C_R conversion performs the following operations, which an implementation may combine into a single mathematical operation:

- Sampler Y’C_B_C_R Range Expansion
- Sampler Y’C_B_C_R Model Conversion

Sampler Y’C_B_C_R Range Expansion

Sampler Y’C_B_C_R range expansion is applied to color component values after all texel input operations which are not specific to sampler Y’C_B_C_R conversion. For example, the input values to this stage have been converted using the normal format conversion rules.

Sampler Y’C_B_C_R 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’C_B_C_R 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’C_B_C_R 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:

  \[
  Y' = C'_{rgba}[G] \\
  C_B = C'_{rgba}[B] - \frac{2^{(n-1)}}{(2^n) - 1} \\
  C_R = C'_{rgba}[R] - \frac{2^{(n-1)}}{(2^n) - 1}
  \]

  **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:
\[ Y' = \frac{C'_{rgba} [G] \times (2^n - 1) - 16 \times 2^n - 8}{219 \times 2^n - 8} \]
\[ C_B = \frac{C'_{rgba} [B] \times (2^n - 1) - 128 \times 2^n - 8}{224 \times 2^n - 8} \]
\[ C_R = \frac{C'_{rgba} [R] \times (2^n - 1) - 128 \times 2^n - 8}{224 \times 2^n - 8} \]

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 \( C_n \) 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 \( \text{ycbcrModel} \) 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'CbCr conversion at this location.

• For a minFilter or magFilter of VK_FILTER_LINEAR:
  1. Calculate \((i_{[0,1]},j_{[0,1]})\) 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'CbCr 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'CbCr 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::residencyNonResidentStrict property is VK_TRUE, the sparse unbound texel write has no effect. If residencyNonResidentStrict is VK_FALSE,
the write **may** have a side effect that becomes visible to other accesses to unbound texels in any resource, but will not be visible to any device memory allocated by the application.

### 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 \(D_{\text{ref}}\) coordinate are transformed as follows:

\[
\begin{align*}
    s &= \frac{s}{q}, \quad \text{for 1D, 2D, or 3D image} \\
    t &= \frac{t}{q}, \quad \text{for 2D or 3D image} \\
    r &= \frac{r}{q}, \quad \text{for 3D image} \\
    D_{\text{ref}} &= \frac{D_{\text{ref}}}{q}, \quad \text{if provided}
\end{align*}
\]
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 \( \lambda_{base} \) 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 \((s_{face},t_{face})\). 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 22. 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>$+r_x$</td>
<td>$+r_z$</td>
<td>$r_y$</td>
</tr>
<tr>
<td>$-r_y$</td>
<td>3</td>
<td>Negative Y</td>
<td>$+r_x$</td>
<td>$-r_z$</td>
<td>$r_y$</td>
</tr>
<tr>
<td>$+r_z$</td>
<td>4</td>
<td>Positive Z</td>
<td>$-r_x$</td>
<td>$-r_y$</td>
<td>$r_z$</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 23. 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>$+\partial r_x / \partial x$</td>
<td>$+\partial r_x / \partial y$</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>$-\partial r_x / \partial x$</td>
<td>$-\partial r_x / \partial y$</td>
</tr>
<tr>
<td>$+r_y$</td>
<td>$+\partial r_x / \partial x$</td>
<td>$+\partial r_x / \partial y$</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>$+\partial r_x / \partial x$</td>
<td>$+\partial r_x / \partial y$</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>$+r_z$</td>
<td>$+\partial r_x / \partial x$</td>
<td>$+\partial r_x / \partial y$</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>$-r_z$</td>
<td>$-\partial r_x / \partial x$</td>
<td>$-\partial r_x / \partial y$</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>
</tbody>
</table>

### 16.5.5. Cube Map Coordinate Transformation

$$s_{\text{face}} = \frac{1}{2} \times \frac{s_c}{|r_c|} + \frac{1}{2}$$

$$t_{\text{face}} = \frac{1}{2} \times \frac{t_c}{|r_c|} + \frac{1}{2}$$

### 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 `mipmapPrecisionBits` of accuracy.

**Scale Factor Operation**

The magnitude of the derivatives are calculated by:

\[
\frac{\partial s_{face}}{\partial x} = \frac{\partial}{\partial x} \left( \frac{1}{2} \times \frac{s_c}{|r_c|} + \frac{1}{2} \right)
\]

\[
\frac{\partial s_{face}}{\partial x} = \frac{1}{2} \times \frac{\partial}{\partial x} \left( \frac{s_c}{|r_c|} \right)
\]

\[
\frac{\partial s_{face}}{\partial x} = \frac{1}{2} \times \left( \frac{|r_c| \times \partial s_c / \partial x - s_c \times \partial r_c / \partial x}{(r_c)^2} \right)
\]

\[
\frac{\partial t_{face}}{\partial x} = \frac{1}{2} \times \left( \frac{|r_c| \times \partial t_c / \partial x - t_c \times \partial r_c / \partial x}{(r_c)^2} \right)
\]

\[
\frac{\partial t_{face}}{\partial y} = \frac{1}{2} \times \left( \frac{|r_c| \times \partial t_c / \partial y - t_c \times \partial r_c / \partial y}{(r_c)^2} \right)
\]

where:

\[
\frac{\partial t/\partial x}{\partial t/\partial y} = 0 \quad (\text{for 1D images})
\]
\[ \frac{\partial r}{\partial x} = \frac{\partial r}{\partial y} = 0 \] (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 \(m_{uy}, m_{vy}, \text{ and } m_{wy}\)

\[
\begin{align*}
\max(|m_{ux}|, |m_{vx}|, |m_{wx}|) &\leq f_x = \sqrt{2(|m_{ux}| + |m_{vx}| + |m_{wx}|)} \\
\max(|m_{uy}|, |m_{vy}|, |m_{wy}|) &\leq f_y = \sqrt{2(|m_{uy}| + |m_{vy}| + |m_{wy}|)}
\end{align*}
\]

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:

\[ \eta = \min(\rho_{\text{max}}/\rho_{\text{min}}, \text{maxAniso}) \]

where:

\[ \text{sampler.maxAniso} = \text{maxAnisotropy} \] (from sampler descriptor)
limits.maxAniso = maxSamplerAnisotropy (from physical device limits)

\[ \text{max}_\text{Aniso} = \min(\text{sampler.max}_\text{Aniso}, \text{limits.max}_\text{Aniso}) \]

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 \( \text{max}_\text{Aniso} \). 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 \( \text{VkPhysicalDeviceFeatures::samplerAnisotropy} \) or \( \text{VkSamplerCreateInfo::anisotropyEnable} \) are \( \text{VK_FALSE} \), \( \text{max}_\text{Aniso} \) is set to 1.

If \( \eta = 1 \), sampling is isotropic. If \( \eta > 1 \), sampling is anisotropic.

The sampling rate (N) is derived as:

\[ N = \lceil \eta \rceil \]

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:

\[
\begin{align*}
\lambda_{\text{base}}(x, y) &= \begin{cases} 
\text{shaderOp.Lod} & \text{(from optional SPIR-V operand)} \\
\log_{\eta}(\frac{\rho_{\text{max}}}{\eta}) & \text{otherwise}
\end{cases} \\
\lambda'(x, y) &= \lambda_{\text{base}} + \text{clamp}(\text{sampler.bias} + \text{shaderOp.bias}, -\text{maxSamplerLodBias}, \text{maxSamplerLodBias}) \\
\lambda &= \begin{cases} 
\text{lod}_{\text{max}}, & \lambda' > \text{lod}_{\text{max}} \\
\lambda', & \text{lod}_{\text{min}} \leq \lambda' \leq \text{lod}_{\text{max}} \\
\text{lod}_{\text{min}}, & \lambda' < \text{lod}_{\text{min}} \\
\text{undefined}, & \text{lod}_{\text{min}} > \text{lod}_{\text{max}}
\end{cases}
\end{align*}
\]

where:

\[
\begin{align*}
\text{sampler.bias} &= \text{mipLodBias} \quad \text{(from sampler descriptor)} \\
\text{shaderOp.bias} &= \begin{cases} 
\text{Bias} & \text{(from optional SPIR-V operand)} \\
0 & \text{otherwise}
\end{cases} \\
\text{sampler.lod}_{\text{min}} &= \text{minLod} \quad \text{(from sampler descriptor)} \\
\text{shaderOp.lod}_{\text{min}} &= \begin{cases} 
\text{MinLod} & \text{(from optional SPIR-V operand)} \\
0 & \text{otherwise}
\end{cases} \\
\text{lod}_{\text{min}} &= \max(\text{sampler.lod}_{\text{min}}, \text{shaderOp.lod}_{\text{min}}) \\
\text{lod}_{\text{max}} &= \maxLod \quad \text{(from sampler descriptor)}
\end{align*}
\]

and \text{maxSamplerLodBias} is the value of the \text{VkPhysicalDeviceLimits} feature \text{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:

\[
d_l = \begin{cases} \text{nearest}(d'), & \text{mipmapMode is VK_SAMPLER_MIPMAP_MODE_NEAREST} \\ d', & \text{otherwise} \end{cases}
\]

where:

\[
d' = \text{level}_{base} + \text{clamp}(\lambda, 0, q)
\]

\[
\text{nearest}(d') = \begin{cases} \lfloor d' + 0.5 \rfloor - 1, & \text{preferred} \\ \lfloor d' + 0.5 \rfloor, & \text{alternative} \end{cases}
\]

and:

\[
\text{level}_{base} = \text{baseMipLevel} \\
q = \text{levelCount} - 1
\]

\( \text{baseMipLevel} \) and \( \text{levelCount} \) are taken from the \( \text{subresourceRange} \) of the image view.

If the sampler's \( \text{mipmapMode} \) is \( \text{VK_SAMPLER_MIPMAP_MODE_NEAREST} \), then the level selected is \( d = d_l \).

If the sampler's \( \text{mipmapMode} \) is \( \text{VK_SAMPLER_MIPMAP_MODE_LINEAR} \), two neighboring levels are selected:

\[
d_{hi} = \lfloor d_l \rfloor \\
d_{lo} = \min(d_{hi} + 1, \text{level}_{base} + q) \\
\delta = d_l - d_{hi}
\]

\( \delta \) is the fractional value, quantized to the number of \( \text{mipmap precision bits} \), used for \( \text{linear filtering} \) 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 \( \text{filtering} \) (either \( d \), or \( d_{hi} \) and \( d_{lo} \)).

\[
u(x, y) = s(x, y) \times width_{scale} + \Delta_i
\]

\[
v(x, y) = \begin{cases} 0 & \text{for 1D images} \\ t(x, y) \times height_{scale} + \Delta_j & \text{otherwise} \end{cases}
\]

\[
w(x, y) = \begin{cases} 0 & \text{for 2D or Cube images} \\ r(x, y) \times depth_{scale} + \Delta_k & \text{otherwise} \end{cases}
\]

\[
a(x, y) = \begin{cases} a(x, y) & \text{for array images} \\ 0 & \text{otherwise} \end{cases}
\]
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 \((\Delta_u, \Delta_v, \Delta_w)\) are taken from the image instruction if it includes a ConstOffset or 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:

\[ l = \text{clamp} \left( \text{RNE}(a), 0, \text{layerCount} - 1 \right) + \text{baseArrayLayer} \]

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 (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 (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 \(\text{VkPhysicalDeviceLimits} :: \text{subTexelPrecisionBits}\).

16.7. Integer Texel Coordinate Operations

The \text{OpImageFetch} and \text{OpImageFetchSparse} SPIR-V instructions \textit{may} supply a LOD from which texels are to be fetched using the optional SPIR-V operand \text{Lod}. Other integer-coordinate operations \textbf{must} not. If the \text{Lod} is provided then it \textbf{must} be an integer.

The image level selected is:

\[
d = level_{base} + \begin{cases} 
    \text{Lod} & \text{(from optional SPIR-V operand)} \\
    0 & \text{otherwise}
\end{cases}
\]

If \(d\) does not lie in the range \([\text{baseMipLevel}, \text{baseMipLevel} + \text{levelCount}]\) then any values fetched are undefined, and any writes (if supported) are discarded.

16.8. Image Sample Operations

16.8.1. Wrapping Operation

\text{Cube} images ignore the wrap modes specified in the sampler. Instead, if \text{VK_FILTER_NEAREST} is used within a mip level then \text{VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE} is used, and if \text{VK_FILTER_LINEAR} is used within a mip level then sampling at the edges is performed as described earlier in the \text{Cube}
map edge handling section.

The first integer texel coordinate $i$ is transformed based on the \texttt{addressModeU} parameter of the sampler.

$$i = \begin{cases} 
  i \mod \text{size} & \text{for repeat} \\
  (\text{size} - 1) - \text{mirror} \left( (i \mod (2 \times \text{size})) - \text{size} \right) & \text{for mirrored repeat} \\
  \text{clamp} \left( i, 0, \text{size} - 1 \right) & \text{for clamp to edge} \\
  \text{clamp} \left( i, -1, \text{size} \right) & \text{for clamp to border} \\
  \text{clamp} \left( \text{mirror} \left( i \right), 0, \text{size} - 1 \right) & \text{for mirror clamp to edge} 
\end{cases}$$

where:

$$\text{mirror} \left( n \right) = \begin{cases} 
  n & \text{for } n \geq 0 \\
  -(1 + n) & \text{otherwise} 
\end{cases}$$

$j$ (for 2D and Cube image) and $k$ (for 3D image) are similarly transformed based on the \texttt{addressModeV} and \texttt{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:

$$\begin{align*}
\tau[R] &= \tau_{i_0,j_1}[\text{level}_{\text{base}}][\text{comp}] \\
\tau[G] &= \tau_{i_1,j_1}[\text{level}_{\text{base}}][\text{comp}] \\
\tau[B] &= \tau_{i_1,j_0}[\text{level}_{\text{base}}][\text{comp}] \\
\tau[A] &= \tau_{i_0,j_0}[\text{level}_{\text{base}}][\text{comp}]
\end{align*}$$

If the operation does use the \texttt{ConstOffsets} image operand then the offsets allow a custom filter to be defined:

$$\begin{align*}
\tau[R] &= \tau_{i_0,j_0} + \Delta_0[\text{level}_{\text{base}}][\text{comp}] \\
\tau[G] &= \tau_{i_0,j_0} + \Delta_1[\text{level}_{\text{base}}][\text{comp}] \\
\tau[B] &= \tau_{i_0,j_0} + \Delta_2[\text{level}_{\text{base}}][\text{comp}] \\
\tau[A] &= \tau_{i_0,j_0} + \Delta_3[\text{level}_{\text{base}}][\text{comp}]
\end{align*}$$

where:
\[ \tau_{\text{level}, \text{comp}} = \begin{cases} \tau_{\text{level, R}}, & \text{for } \text{comp} = 0 \\ \tau_{\text{level, G}}, & \text{for } \text{comp} = 1 \\ \tau_{\text{level, B}}, & \text{for } \text{comp} = 2 \\ \tau_{\text{level, A}}, & \text{for } \text{comp} = 3 \end{cases} \]

*comp* from SPIR-V operand Component

\[ \text{OpImage\_*Gather} \text{ must not be used on a sampled image with sampler } \text{Y'CbCr conversion} \text{ enabled.} \]

### 16.8.3. Texel Filtering

Texel filtering is first performed for each level (either \(d\) or \(d_{\text{hi}}\) and \(d_{\text{lo}}\)).

If \(\lambda\) is less than or equal to zero, the texture is said to be *magnified*, and the filter mode within a mip level is selected by the *magFilter* in the sampler. If \(\lambda\) is greater than zero, the texture is said to be *minified*, and the filter mode within a mip level is selected by the *minFilter* in the sampler.

**Texel Nearest Filtering**

Within a mip level, *VK_FILTER_NEAREST* filtering selects a single value using the (i, j, k) texel coordinates, with all texels taken from layer l.

\[ \tau_{\text{level}} = \begin{cases} \tau_{i,j,k, \text{level}}, & \text{for 3D image} \\ \tau_{i,j, \text{level}}, & \text{for 2D or Cube image} \\ \tau_{i, \text{level}}, & \text{for 1D image} \end{cases} \]

**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:
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:

\[
\begin{align*}
    w_{hi} &= (1 - \delta) \\
    w_{lo} &= \delta
\end{align*}
\]

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 $\tau_{2D_{aniso}}$ is defined using the single isotropic $\tau_{2D}(u,v)$ at level d.

$$
\tau_{2D_{aniso}} = \frac{1}{N} \sum_{i=1}^{N} \tau_{2D} \left( u \left( x - \frac{1}{2} + \frac{i}{N+1}, y \right), \nu \left( x - \frac{1}{2} + \frac{i}{N+1}, y \right) \right), \quad \text{when } \rho_x \geq \rho_y
$$

$$
\tau_{2D_{aniso}} = \frac{1}{N} \sum_{i=1}^{N} \tau_{2D} \left( u \left( x, y - \frac{1}{2} + \frac{i}{N+1}, \nu \left( x, y - \frac{1}{2} + \frac{i}{N+1} \right) \right), \quad \text{when } \rho_y \geq \rho_x
$$

When `VkSamplerReductionModeCreateInfo::reductionMode` is set to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, the above summation is used. 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.

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 Gathering: Performed by 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.

OpImageQuerySizeLod returns the size of the image level identified by the Level of Detail operand. If that level does not exist in the image, 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. 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 ($\lambda'$, $d$). 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, Result Status Queries, Video Encode Feedback Queries and Timestamp Queries. Performance Queries are supported if the associated extension is available. Transform Feedback Queries are supported if the associated extension is available.

Several additional queries with specific purposes associated with ray tracing are available if the corresponding extensions are supported, as described for VkQueryType.

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,
const VkQueryPoolCreateInfo* pCreateInfo,
const VkAllocationCallbacks* pAllocator,
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.

### 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-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

• 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:

```
// 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 \texttt{queryType} is \texttt{VK_QUERY_TYPE_PIPELINE_STATISTICS}, \texttt{pipelineStatistics} must be a valid combination of \texttt{VkQueryPipelineStatisticFlagBits} values

• VUID-VkQueryPoolCreateInfo-queryType-09534
If \texttt{queryType} is \texttt{VK_QUERY_TYPE_PIPELINE_STATISTICS}, \texttt{pipelineStatistics} must not be zero

• VUID-VkQueryPoolCreateInfo-queryType-03222
If \texttt{queryType} is \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}, the \texttt{pNext} chain must include a \texttt{VkQueryPoolPerformanceCreateInfoKHR} structure

• VUID-VkQueryPoolCreateInfo-queryCount-02763
\texttt{queryCount} must be greater than 0

• VUID-VkQueryPoolCreateInfo-queryType-07133
If \texttt{queryType} is \texttt{VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR}, then the \texttt{pNext} chain must include a \texttt{VkVideoProfileInfoKHR} structure with \texttt{videoCodecOperation} specifying an encode operation

• VUID-VkQueryPoolCreateInfo-queryType-07906
If \texttt{queryType} is \texttt{VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR}, and the \texttt{pNext} chain includes a \texttt{VkVideoProfileInfoKHR} structure and a \texttt{VkQueryPoolVideoEncodeFeedbackCreateInfoKHR} structure, then \texttt{VkQueryPoolVideoEncodeFeedbackCreateInfoKHR}::\texttt{encodeFeedbackFlags} must not contain any bits that are not set in \texttt{VkVideoEncodeCapabilitiesKHR}::\texttt{supportedEncodeFeedbackFlags}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the \texttt{video profile} described by \texttt{VkVideoProfileInfoKHR} and its \texttt{pNext} chain

Valid Usage (Implicit)

• VUID-VkQueryPoolCreateInfo-sType-sType
\texttt{sType} must be \texttt{VK_STRUCTURE_TYPE_QUERY_POOL_CREATE_INFO}

• VUID-VkQueryPoolCreateInfo-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{VkQueryPoolPerformanceCreateInfoKHR}, \texttt{VkQueryPoolVideoEncodeFeedbackCreateInfoKHR}, \texttt{VkVideoDecodeAV1ProfileInfoKHR}, \texttt{VkVideoDecodeAV1ProfileInfoKHR}, \texttt{VkVideoDecodeH264ProfileInfoKHR}, \texttt{VkVideoDecodeH265ProfileInfoKHR}, \texttt{VkVideoDecodeH264ProfileInfoKHR}, \texttt{VkVideoEncodeAV1ProfileInfoKHR}, \texttt{VkVideoEncodeH264ProfileInfoKHR}, \texttt{VkVideoEncodeH265ProfileInfoKHR}, or \texttt{VkVideoProfileInfoKHR}

• VUID-VkQueryPoolCreateInfo-sType-unique
The \texttt{sType} value of each struct in the \texttt{pNext} chain must be unique

• VUID-VkQueryPoolCreateInfo-flags-zerobitmask
\texttt{flags} must be 0
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 specified in queueFamilyIndex

### Valid Usage (Implicit)

- VUID-VkQueryPoolPerformanceCreateInfoKHR-sType-sType sType must be VK_STRUCTURE_TYPE_QUERY_POOL_PERFORMANCE_CREATE_INFO_KHR
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**.

**Valid Usage (Implicit)**

- **VUID-vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR-physicalDevice-parameter**
  - **physicalDevice** must be a valid `VkPhysicalDevice` handle
- **VUID-vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR-pPerformanceQueryCreateInfo-parameter**
  - **pPerformanceQueryCreateInfo** must be a valid pointer to a valid `VkQueryPoolQueryCreateInfoKHR` structure
- **VUID-vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR-pNumPasses-parameter**
  - **pNumPasses** must be a valid pointer to a `uint32_t` value
// Provided by VK_VERSION_1_0
void vkDestroyQueryPool(
    VkDevice device,
    VkQueryPool queryPool,
    const VkAllocationCallbacks* pAllocator);

- **device** is the logical device that destroys the query pool.
- **queryPool** is the query pool to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

## Valid Usage

- **VUID-vkDestroyQueryPool-queryPool-00793**
  All submitted commands that refer to **queryPool** **must** have completed execution

- **VUID-vkDestroyQueryPool-queryPool-00794**
  If **VkAllocationCallbacks** were provided when **queryPool** was created, a compatible set of callbacks **must** be provided here

- **VUID-vkDestroyQueryPool-queryPool-00795**
  If no **VkAllocationCallbacks** were provided when **queryPool** was created, **pAllocator** **must** be **NULL**

**Note**

Applications **can** verify that **queryPool** **can** be destroyed by checking that **vkGetQueryPoolResults()** without the **VK_QUERY_RESULT_PARTIAL_BIT** flag returns **VK_SUCCESS** for all queries that are used in command buffers submitted for execution.

## Valid Usage (Implicit)

- **VUID-vkDestroyQueryPool-device-parameter**
  **device** **must** be a valid **VkDevice** handle

- **VUID-vkDestroyQueryPool-queryPool-parameter**
  If **queryPool** is not **VK_NULL_HANDLE**, **queryPool** **must** be a valid **VkQueryPool** handle

- **VUID-vkDestroyQueryPool-pAllocator-parameter**
  If **pAllocator** is not **NULL**, **pAllocator** **must** be a valid pointer to a valid **VkAllocationCallbacks** structure

- **VUID-vkDestroyQueryPool-queryPool-parent**
  If **queryPool** is a valid handle, it **must** have been created, allocated, or retrieved from **device**
Host Synchronization

• Host access to queryPool must be externally synchronized

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_video_queue
    VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR = 1000023000,
    // Provided by VK_EXT_transform_feedback
    VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT = 1000028004,
    // Provided by VK_KHR_performance_query
    VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR = 1000116000,
    // Provided by VK_KHR_acceleration_structure
    VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR = 1000150000,
    // Provided by VK_KHR_acceleration_structure
    VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR = 1000150001,
    // Provided by VK_KHR_video_encode_queue
    VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR = 1000299000,
    // Provided by VK_KHR_ray_tracing_maintenance1
    VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR = 1000386000,
    // Provided by VK_KHR_ray_tracing_maintenance1
    VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR = 1000386001,
    // Provided by VK_KHR_opaque_micromap
    VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_KHR = 1000396001,
} 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.
• **VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT** specifies a transform feedback query.
• **VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR** specifies a acceleration structure size query for use with vkCmdWriteAccelerationStructuresPropertiesKHR or vkWriteAccelerationStructuresPropertiesKHR.
• **VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR** specifies a serialization acceleration structure size query.
• **VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR** specifies an acceleration structure size query for use with *vkCmdWriteAccelerationStructuresPropertiesKHR* or *vkWriteAccelerationStructuresPropertiesKHR*.

• **VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization_BOTTOM_LEVEL_POINTERS_KHR** specifies a serialization acceleration structure pointer count query.

• **VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR** specifies a result status query.

• **VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR** specifies a video encode feedback query.

### 17.2. Query Operation

The operation of queries is controlled by the commands *vkCmdBeginQuery*, *vkCmdEndQuery*, *vkCmdBeginQueryIndexedEXT*, *vkCmdEndQueryIndexedEXT*, *vkCmdResetQueryPool*, *vkCmdCopyQueryPoolResults*, *vkCmdWriteTimestamp2*, 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*, *vkCmdEndQueryIndexedEXT*, *vkCmdWriteTimestamp2*, 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 corresponding *vkCmdEndQuery* command on the same physical device.

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 \([\text{firstQuery}, \text{firstQuery} + \text{queryCount} - 1]\) 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 \(\text{queryPool}\) indicated by \(\text{firstQuery}\) and \(\text{queryCount}\) that occur earlier in submission order.

The second synchronization scope includes all commands which reference the queries in \(\text{queryPool}\) indicated by \(\text{firstQuery}\) and \(\text{queryCount}\) that occur later in submission order.

The operation of this command happens after the first scope and happens before the second scope.

If the \(\text{queryType}\) used to create \(\text{queryPool}\) was \(\text{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}\), this command sets the status of query indices \([\text{firstQuery}, \text{firstQuery} + \text{queryCount} - 1]\) to unavailable for each pass of \(\text{queryPool}\), as indicated by a call to \(\text{vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR}\).

**Note**
Because \(\text{vkCmdResetQueryPool}\) resets all the passes of the indicated queries, applications must not record a \(\text{vkCmdResetQueryPool}\) command for a \(\text{queryPool}\) created with \(\text{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}\) in a command buffer that needs to be submitted multiple times as indicated by a call to \(\text{vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR}\). Otherwise applications will never be able to complete the recorded queries.

**Valid Usage**

- **VUID-vkCmdResetQueryPool-firstQuery-09436**
  \(\text{firstQuery}\) must be less than the number of queries in \(\text{queryPool}\)

- **VUID-vkCmdResetQueryPool-firstQuery-09437**
  The sum of \(\text{firstQuery}\) and \(\text{queryCount}\) must be less than or equal to the number of queries in \(\text{queryPool}\)

- **VUID-vkCmdResetQueryPool-None-02841**
  All queries used by the command must not be active

- **VUID-vkCmdResetQueryPool-firstQuery-02862**
  If \(\text{queryPool}\) was created with \(\text{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}\), 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 \([\text{firstQuery}, \text{firstQuery} + \text{queryCount} - 1]\)

**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, compute, decode, or encode operations.
- VUID-vkCmdResetQueryPool-renderpass
  This command must only be called outside of a render pass instance.
- VUID-vkCmdResetQueryPool-videocoding
  This command must only be called outside of a video coding scope.
- 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>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute, Decode, Encode</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.
• \texttt{queryPool} is the handle of the query pool managing the queries being reset.
• \texttt{firstQuery} is the initial query index to reset.
• \texttt{queryCount} is the number of queries to reset.

This command sets the status of query indices \([\texttt{firstQuery}, \texttt{firstQuery} + \texttt{queryCount} - 1]\) to unavailable.

If \texttt{queryPool} is \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR} this command sets the status of query indices \([\texttt{firstQuery}, \texttt{firstQuery} + \texttt{queryCount} - 1]\) to unavailable for each pass.

### Valid Usage

- VUID-vkResetQueryPool-firstQuery-09436
  \texttt{firstQuery} \textbf{must} be less than the number of queries in \texttt{queryPool}

- VUID-vkResetQueryPool-firstQuery-09437
  The sum of \texttt{firstQuery} and \texttt{queryCount} \textbf{must} be less than or equal to the number of queries in \texttt{queryPool}

- VUID-vkResetQueryPool-None-02665
  The hostQueryReset feature \textbf{must} be enabled

- VUID-vkResetQueryPool-firstQuery-02741
  Submitted commands that refer to the range specified by \texttt{firstQuery} and \texttt{queryCount} in \texttt{queryPool} \textbf{must} have completed execution

- VUID-vkResetQueryPool-firstQuery-02742
  The range of queries specified by \texttt{firstQuery} and \texttt{queryCount} in \texttt{queryPool} \textbf{must} not be in use by calls to \texttt{vkGetQueryPoolResults} or \texttt{vkResetQueryPool} in other threads

### Valid Usage (Implicit)

- VUID-vkResetQueryPool-device-parameter
  \texttt{device} \textbf{must} be a valid \texttt{VkDevice} handle

- VUID-vkResetQueryPool-queryPool-parameter
  \texttt{queryPool} \textbf{must} be a valid \texttt{VkQueryPool} handle

- VUID-vkResetQueryPool-queryPool-parent
  \texttt{queryPool} \textbf{must} have been created, allocated, or retrieved from \texttt{device}

Once queries are reset and ready for use, query commands \textbf{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 \texttt{vkCmdBeginQuery} command and a \texttt{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 \textbf{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.

A query must either begin and end inside the same video coding scope, or must both begin and end outside of a video coding scope and must not contain entire video coding scopes.

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.

Calling vkCmdBeginQuery is equivalent to calling vkCmdBeginQueryIndexedEXT with the index parameter set to zero.

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.
Furthermore, if the query is started within a video coding scope, the following command buffer states are initialized for the query type:

- The active_query_index is set to the value specified by query.
- The last activatable query index is also set to the value specified by query.

Each video coding operation stores a result to the query corresponding to the current active query index, followed by incrementing the active query index. If the active query index gets incremented past the last activatable query index, issuing any further video coding operations results in undefined behavior.

**Note**
In practice, this means that currently no more than a single video coding operation **must** be issued between a begin and end query pair.

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-04728
  The queryType used to create queryPool must not be
  VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR or
  VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR

- VUID-vkCmdBeginQuery-queryType-06741
  The queryType used to create queryPool must not be
  VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR or
  VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_BOTTOM_LEVEL_POINTERS_KHR

- 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
If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_OCCLUSION`, the `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

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.

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.

`commandBuffer` must not be a protected command buffer.

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`.

If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR`, then the `VkCommandPool` that `commandBuffer` was allocated from must have been created with a queue family index that supports result status queries, as indicated by `VkQueueFamilyQueryResultStatusPropertiesKHR::queryResultStatusSupport`.

If there is a bound video session, then there must be no active queries.

If there is a bound video session, then it must not have been created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`.

If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR` and there is a bound video session, then `queryPool` must have been created with a `VkVideoProfileInfoKHR` structure included in the `pNext` chain of `VkQueryPoolCreateInfo` identical to the one specified in `VkVideoSessionCreateInfoKHR::pVideoProfile` the bound video session was created with.

If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR` and there is a bound video session, then `queryPool` must have been created with a `VkVideoProfileInfoKHR` structure included in the `pNext` chain of `VkQueryPoolCreateInfo` identical to the one specified in `VkVideoSessionCreateInfoKHR::pVideoProfile` the bound video session was created with.
If the `queryType` used to create `queryPool` was not `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR` or `VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR`, then there **must** be no bound video session

- 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-queryType-02327
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` the `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

- VUID-vkCmdBeginQuery-queryType-02328
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` then `VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackQueries` **must** be supported

- 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, compute, decode, or encode 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Both</td>
<td>Graphics, Compute, Decode, Encode</td>
<td>Action State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To begin an indexed query, call:

```c
// Provided by VK_EXT_transform_feedback
void vkCmdBeginQueryIndexedEXT(
    VkCommandBuffer commandBuffer,  
    VkQueryPool queryPool,  
    uint32_t query,  
    VkQueryControlFlags flags,  
    uint32_t index);
```
- **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.
- **index** is the query type specific index. When the query type is **VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT** the index represents the vertex stream.

The **vkCmdBeginQueryIndexedEXT** command operates the same as the **vkCmdBeginQuery** command, except that it also accepts a query type specific **index** parameter.

This command defines an execution dependency between other query commands that reference the same query index.

The first **synchronization scope** includes all commands which reference the queries in **queryPool** indicated by **query** and **index** that occur earlier in submission order.

The second **synchronization scope** includes all commands which reference the queries in **queryPool** indicated by **query** and **index** 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-vkCmdBeginQueryIndexedEXT-None-00807**
  All queries used by the command **must be unavailable**

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-02804**
  The **queryType** used to create **queryPool** **must not be** **VK_QUERY_TYPE_TIMESTAMP**

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-04728**
  The **queryType** used to create **queryPool** **must not be** **VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR** or **VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization_SIZE_KHR**

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-06741**
  The **queryType** used to create **queryPool** **must not be** **VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR** or **VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization.BOTTOM_LEVEL.POINTERS_KHR**

- **VUID-vkCmdBeginQueryIndexedEXT-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-vkCmdBeginQueryIndexedEXT-queryType-00802**
  **query** **must be less than** the number of queries in **queryPool**

- **VUID-vkCmdBeginQueryIndexedEXT-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...
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.

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.

`commandBuffer` must not be a protected command buffer.

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`.

If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR`, then the `VkCommandPool` that `commandBuffer` was allocated from must have been created with a queue family index that supports result status queries, as indicated by `VkQueueFamilyQueryResultStatusPropertiesKHR::queryResultStatusSupport`.

If there is a bound video session, then there must be no active queries.

If there is a bound video session, then it must not have been created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`.

If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR` and there is a bound video session, then `queryPool` must have been created with a `VkVideoProfileInfoKHR` structure included in the `pNext` chain of `VkQueryPoolCreateInfo` identical to the one specified in `VkVideoSessionCreateInfoKHR::pVideoProfile` the bound video session was created with.

If the `queryType` used to create `queryPool` was not `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR` or `VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR`, then there must be no bound video session.

If the `queryType` used to create `queryPool` was not `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR` or `VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR`, then there must be no bound video session.
If the `queryPool` was created with the same `queryType` as that of another active query within `commandBuffer`, then `index` must not match the index used for the active query.

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-02338**
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` the `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-02339**
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` the `index` parameter must be less than `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams`.

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-06692**
  If the `queryType` used to create `queryPool` was not `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` the `index` must be zero.

- **VUID-vkCmdBeginQueryIndexedEXT-queryType-02341**
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` then `VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackQueries` must be supported.

- **VUID-vkCmdBeginQueryIndexedEXT-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-vkCmdBeginQueryIndexedEXT-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-vkCmdBeginQueryIndexedEXT-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-vkCmdBeginQueryIndexedEXT-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-vkCmdBeginQueryIndexedEXT-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-vkCmdBeginQueryIndexedEXT-commandBuffer-parameter
  
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle.

- VUID-vkCmdBeginQueryIndexedEXT-queryPool-parameter
  
  `queryPool` **must** be a valid `VkQueryPool` handle.

- VUID-vkCmdBeginQueryIndexedEXT-flags-parameter
  
  `flags` **must** be a valid combination of `VkQueryControlFlagBits` values.

- VUID-vkCmdBeginQueryIndexedEXT-commandBuffer-recording
  
  `commandBuffer` **must** be in the **recording state**.

- VUID-vkCmdBeginQueryIndexedEXT-commandBuffer-cmdpool
  
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics, compute, decode, or encode operations.

- VUID-vkCmdBeginQueryIndexedEXT-videocoding
  
  This command **must** only be called outside of a video coding scope.

- VUID-vkCmdBeginQueryIndexedEXT-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>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary, Secondary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics, Compute, Decode, Encode</td>
<td>Action State</td>
</tr>
</tbody>
</table>

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:

```c
// Provided by VK_VERSION_1_0
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.

Calling `vkCmdEndQuery` is equivalent to calling `vkCmdEndQueryIndexedEXT` with the index parameter set to zero.

**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, compute, decode, or encode 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Both</td>
<td>Graphics</td>
<td>Video Coding</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute, Decode, Encode</td>
<td>Action State</td>
</tr>
</tbody>
</table>

To end an indexed query after the set of desired drawing or dispatching commands is recorded, call:

```c
// Provided by VK_EXT_transform_feedback
void vkCmdEndQueryIndexedEXT(
    VkCommandBuffer commandBuffer,
    VkQueryPool queryPool,
    uint32_t query,
    uint32_t index);
```

- `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.
- `index` is the query type specific index.

The command completes the query in `queryPool` identified by `query` and `index`, and marks it as available.

The `vkCmdEndQueryIndexedEXT` command operates the same as the `vkCmdEndQuery` command, except that it also accepts a query type specific `index` parameter.

This command defines an execution dependency between other query commands that reference the same query index.

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-vkCmdEndQueryIndexedEXT-None-02342
  All queries used by the command must be active
- VUID-vkCmdEndQueryIndexedEXT-query-02343
  `query` must be less than the number of queries in `queryPool`
• VUID-vkCmdEndQueryIndexedEXT-commandBuffer-02344
  commandBuffer must not be a protected command buffer

• VUID-vkCmdEndQueryIndexedEXT-query-02345
  If vkCmdEndQueryIndexedEXT 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-vkCmdEndQueryIndexedEXT-queryType-06694
  If the queryType used to create queryPool was VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT the index parameter must be less than VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams

• VUID-vkCmdEndQueryIndexedEXT-queryType-06695
  If the queryType used to create queryPool was not VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT the index must be zero

• VUID-vkCmdEndQueryIndexedEXT-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-vkCmdEndQueryIndexedEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdEndQueryIndexedEXT-queryPool-parameter
  queryPool must be a valid VkQueryPool handle

• VUID-vkCmdEndQueryIndexedEXT-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdEndQueryIndexedEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, compute, decode, or encode operations

• VUID-vkCmdEndQueryIndexedEXT-videocoding
  This command must only be called outside of a video coding scope

• VUID-vkCmdEndQueryIndexedEXT-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
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, transform feedback queries, video encode feedback 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.

- If VK_QUERY_RESULT_WITH_STATUS_BIT_KHR is used, the final element of each query's result is an integer value indicating that status of the query result. Positive values indicate success, negative values indicate failure, and 0 indicates that the result is not yet available. Specific error codes are encoded in the VkQueryResultStatusKHR enumeration.

- 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. Transform feedback queries write two integers; the first integer is the number of primitives successfully written to the corresponding transform feedback buffer and the second is the number of primitives output to the vertex stream, regardless of whether they were successfully captured or not. In other words, if the transform feedback buffer was sized too small for the number of primitives output by the vertex stream, the first integer represents the number of primitives actually written and the second is the number that would have been written if all the transform feedback buffers associated with that vertex stream were large enough. Video encode feedback queries write one or more integer values for each bit that is enabled in VkQueryPoolVideoEncodeFeedbackCreateInfoKHR::encodeFeedbackFlags when the pool is
created, and the feedback values are written in bit order starting from the least significant bit, as described here.

- If more than one query is retrieved and \texttt{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,  // logical device that owns the query pool.
    VkQueryPool queryPool,  // query pool managing the queries containing the desired results.
    uint32_t firstQuery,  // initial query index.
    uint32_t queryCount,  // number of queries to read.
    size_t dataSize,  // size in bytes of the buffer pointed to by \texttt{pData}.
    void* pData,  // pointer to a user-allocated buffer where the results will be written.
    VkDeviceSize stride,  // stride in bytes between results for individual queries within \texttt{pData}.
    VkQueryResultFlags flags  // bitmask of VkQueryResultFlagBits specifying how and when results are returned.
);
```

- \texttt{device} is the logical device that owns the query pool.
- \texttt{queryPool} is the query pool managing the queries containing the desired results.
- \texttt{firstQuery} is the initial query index.
- \texttt{queryCount} is the number of queries to read.
- \texttt{dataSize} is the size in bytes of the buffer pointed to by \texttt{pData}.
- \texttt{pData} is a pointer to a user-allocated buffer where the results will be written.
- \texttt{stride} is the stride in bytes between results for individual queries within \texttt{pData}.
- \texttt{flags} is a bitmask of \texttt{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 \texttt{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 \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{pData}, along with an extra availability or status 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 or status values is 64 bits if \texttt{VK_QUERY_RESULT_64_BIT} is set in \texttt{flags}. Otherwise, it is 32 bits.

If \texttt{VK_QUERY_RESULT_WITH_STATUS_BIT_KHR} is set, results for all queries in \texttt{queryPool} identified by \texttt{firstQuery} and \texttt{queryCount} are copied to \texttt{pData}, along with an extra status value written directly after the results of each query and interpreted as a signed integer. A value of zero indicates that the results are not yet available. Positive values indicate that the operations within the query completed successfully, and the query results are valid. Negative values indicate that the operations
within the query completed unsuccessfully.

 VkQueryResultStatusKHR defines specific meaning for values returned here, though implementations are free to return other values.

If the status value written is negative, indicating that the operations within the query completed unsuccessfully, then all other results written by this command are undefined unless otherwise specified for any of the results of the used query type.

**Note**

If `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT` or `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR` is set, the layout of data in the buffer is a `(result,availability)` or `(result,status)` 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 or status 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 or status 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`, `vkCmdEndQueryIndexedEXT`, `vkCmdWriteTimestamp2`, 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.

**Note**

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.

A similar situation can arise with the `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR` flag.

**Note**
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.

---

**Valid Usage**

- **VUID-vkGetQueryPoolResults-firstQuery-09436**  
  `firstQuery must` be less than the number of queries in `queryPool`

- **VUID-vkGetQueryPoolResults-firstQuery-09437**  
  The sum of `firstQuery` and `queryCount must` be less than or equal to the number of queries in `queryPool`

- **VUID-vkGetQueryPoolResults-queryCount-09438**  
  If `queryCount` is greater than 1, `stride must` not be zero

- **VUID-vkGetQueryPoolResults-queryType-09439**  
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TIMESTAMP`, `flags must` not contain `VK_QUERY_RESULT_PARTIAL_BIT`

- **VUID-vkGetQueryPoolResults-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_WITH_STATUS_BIT_KHR`, `VK_QUERY_RESULT_PARTIAL_BIT`, or `VK_QUERY_RESULT_64_BIT`

- **VUID-vkGetQueryPoolResults-queryType-09441**  
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR`, `flags must` include `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR`

- **VUID-vkGetQueryPoolResults-flags-09442**  
  If `flags` includes `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR`, then `flags must` not include `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT`

- **VUID-vkGetQueryPoolResults-None-09401**  
  All queries used by the command must not be uninitialized

- **VUID-vkGetQueryPoolResults-flags-02828**  
  If `VK_QUERY_RESULT_64_BIT` is not set in `flags` and the `queryType` used to create `queryPool` was
not VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR, then pData and stride must be multiples of 4

• VUID-vkGetQueryPoolResults-flags-00815
  If VK_QUERY_RESULT_64_BIT is set in flags then pData and stride must be multiples of 8

• VUID-vkGetQueryPoolResults-stride-08993
  If VK_QUERY_RESULT_WITH_AVAILABILITY_BIT is set, stride must be large enough to contain the unsigned integer representing availability or status in addition to the query result

• VUID-vkGetQueryPoolResults-queryType-03229
  If the queryType used to create queryPool was VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR, then pData and stride must be multiples of the size of VkPerformanceCounterResultKHR

• VUID-vkGetQueryPoolResults-queryType-04519
  If the queryType used to create queryPool was VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR, then stride must be large enough to contain the VkQueryPoolPerformanceCreateInfoKHR::counterIndexCount used to create 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
Bits which can be set in `vkGetQueryPoolResults::flags` and `vkCmdCopyQueryPoolResults::flags`, specifying how and when results are returned, are:

```cpp
// 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,
    // Provided by VK_KHR_video_queue
    VK_QUERY_RESULT_WITH_STATUS_BIT_KHR = 0x00000010,
} 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.
- **VK_QUERY_RESULT_WITH_STATUS_BIT_KHR** specifies that the last value returned in the query is a `VkQueryResultStatusKHR` value. See result status query for information on how an application can determine whether the use of this flag bit is supported.

```cpp
// Provided by VK_VERSION_1_0
typedef VkFlags VkQueryResultFlags;
```

`VkQueryResultFlags` is a bitmask type for setting a mask of zero or more `VkQueryResultFlagBits`.

Specific status codes that can be returned from a query are:

```cpp
// Provided by VK_KHR_video_queue
typedef enum VkQueryResultStatusKHR {
    VK_QUERY_RESULT_STATUS_ERROR_KHR = -1,
    VK_QUERY_RESULT_STATUS_NOT_READY_KHR = 0,
    VK_QUERY_RESULT_STATUS_COMPLETE_KHR = 1,
    // Provided by VK_KHR_video_encode_queue
    VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR = -1000299000,
} VkQueryResultStatusKHR;
```

- **VK_QUERY_RESULT_STATUS_NOT_READY_KHR** indicates that the query result is not yet available.
• VK_QUERY_RESULT_STATUS_ERROR_KHR indicates that operations did not complete successfully.
• VK_QUERY_RESULT_STATUS_COMPLETE_KHR indicates that operations completed successfully and the query result is available.
• VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR indicates that a video encode operation did not complete successfully due to the destination video bitstream buffer range not being sufficiently large to fit the encoded bitstream data.

To copy query statuses and numerical results directly to buffer memory, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdCopyQueryPoolResults(
    VkCommandBuffer commandBuffer,  // Provided by VK_VERSION_1_0
    VkQueryPool queryPool,         // The query pool managing the queries containing the desired results.
    uint32_t firstQuery,           // The initial query index.
    uint32_t queryCount,           // The number of queries. firstQuery and queryCount together define a range of queries.
    VkBuffer dstBuffer,            // A VkBuffer object that will receive the results of the copy command.
    VkDeviceSize dstOffset,        // An offset into dstBuffer.
    VkDeviceSize stride,           // 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.
    VkQueryResultFlags flags);     // A bitmask of VkQueryResultFlagBits specifying how and when results are returned.
```

- **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 **VK_QUERY_RESULT_WITH_AVAILABILITY_BIT** is set, results for all queries in **queryPool** identified by **firstQuery** and **queryCount** are copied to **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.

If **VK_QUERY_RESULT_WITH_STATUS_BIT_KHR** is set, results for all queries in **queryPool** identified by **firstQuery** and **queryCount** are copied to **dstBuffer**, along with an extra status value written directly
after the results of each query and interpreted as a signed integer. A value of zero indicates that the results are not yet available. Positive values indicate that the operations within the query completed successfully, and the query results are valid. Negative values indicate that the operations within the query completed unsuccessfully.

**VkQueryResultStatusKHR** defines specific meaning for values returned here, though implementations are free to return other values.

If the status value written is negative, indicating that the operations within the query completed unsuccessfully, then all other results written by this command are undefined unless otherwise specified for any of the results of the used query type.

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 availability or status 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 or status 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 **queryPool** indicated by **query** that occur earlier in submission order. If **flags** does not include **VK_QUERY_RESULT_WAIT_BIT**, **vkCmdEndQueryIndexedEXT**, **vkCmdWriteTimestamp2**, **vkCmdEndQuery**, and **vkCmdWriteTimestamp** are excluded from this scope.

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.

**vkCmdCopyQueryPoolResults** is considered to be a transfer operation, and its writes to buffer memory must be synchronized using **VK_PIPELINE_STAGE_TRANSFER_BIT** and **VK_ACCESS_TRANSFER_WRITE_BIT** before using the results.

---

**Valid Usage**

- VUID-vkCmdCopyQueryPoolResults-firstQuery-09436
  
  *firstQuery* must be less than the number of queries in **queryPool**

- VUID-vkCmdCopyQueryPoolResults-firstQuery-09437
  
  The sum of **firstQuery** and **queryCount** must be less than or equal to the number of queries
in queryPool

- VUID-vkCmdCopyQueryPoolResults-queryCount-09438
  If queryCount is greater than 1, 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_WITH_STATUS_BIT_KHR, 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-queryType-09442
  If the queryType used to create queryPool was VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR, then flags must include VK_QUERY_RESULT_WITH_STATUS_BIT_KHR

- 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 valid VkQueryPool handle

- VUID-vkCmdCopyQueryPoolResults-dstBuffer-parameter
  dstBuffer must be a valid VkBuffer handle

- VUID-vkCmdCopyQueryPoolResults-flags-parameter
  flags must be a valid combination of VkQueryResultFlagBits values

- VUID-vkCmdCopyQueryPoolResults-commandBuffer-recording
  commandBuffer must be in the recording 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-videocoding
  This command must only be called outside of a video coding scope

- 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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<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:

```cpp
// 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. 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:
void vkCmdWriteTimestamp2(
    VkCommandBuffer commandBuffer,
    VkPipelineStageFlags2 stage,
    VkQueryPool queryPool,
    uint32_t query);

or the equivalent command

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 `vkCmdWriteTimestamp2` 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 vkCmdWriteTimestamp2 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-03933
  If the transformFeedback feature is not enabled, stage must not contain VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT

- 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

- VUID-vkCmdWriteTimestamp2-stage-07947
  If the rayTracingPipeline feature is not enabled, stage must not contain VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR

- VUID-vkCmdWriteTimestamp2-synchronization2-03858
  The synchronization2 feature must be enabled

- VUID-vkCmdWriteTimestamp2-stage-03859
  stage must only include a single pipeline stage

- VUID-vkCmdWriteTimestamp2-stage-03860
  stage must only include stages valid for the queue family that was used to create the
command pool that commandBuffer was allocated from

- VUID-vkCmdWriteTimestamp2-queryPool-03861
  queryPool must have been created with a queryType of VK_QUERY_TYPE_TIMESTAMP

- VUID-vkCmdWriteTimestamp2-timestampValidBits-03863
  The command pool's queue family must support a non-zero timestampValidBits

- VUID-vkCmdWriteTimestamp2-queryPool-03861
  query must be less than the number of queries in queryPool

- VUID-vkCmdWriteTimestamp2-None-03864
  All queries used by the command must be unavailable

- VUID-vkCmdWriteTimestamp2-query-03865
  If vkCmdWriteTimestamp2 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)

- VUID-vkCmdWriteTimestamp2-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdWriteTimestamp2-stage-parameter
  stage must be a valid combination of VkPipelineStageFlagBits2 values

- VUID-vkCmdWriteTimestamp2-queryPool-parameter
  queryPool must be a valid VkQueryPool handle

- VUID-vkCmdWriteTimestamp2-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdWriteTimestamp2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, compute, decode, or encode operations

- VUID-vkCmdWriteTimestamp2-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
To request a timestamp and write the value to memory, call:

```c
// Provided by VK_VERSION_1_0
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_DOMAINDEVICE_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-pipelineStage-04079**
  If the `transformFeedback` feature is not enabled, `pipelineStage must` not be `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT`.

- **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`.
If the `rayTracingPipeline` feature is not enabled, `pipelineStage` must not be `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR`.

`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, compute, decode, or encode 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:

```c
// Provided by VK_KHR_performance_query
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:

```c
// 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.
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 \texttt{timeout} is \texttt{UINT64\_MAX}, the function will not return until the profiling lock was acquired.

\begin{verbatim}
// Provided by VK_KHR_performance_query
typedef enum VkAcquireProfilingLockFlagBitsKHR {
} VkAcquireProfilingLockFlagBitsKHR;
\end{verbatim}

\begin{verbatim}
// Provided by VK_KHR_performance_query
typedef VkFlags VkAcquireProfilingLockFlagsKHR;
\end{verbatim}

\texttt{VkAcquireProfilingLockFlagsKHR} is a bitmask type for setting a mask, but is currently reserved for future use.

To release the profiling lock, call:

\begin{verbatim}
// Provided by VK_KHR_performance_query
void vkReleaseProfilingLockKHR(
    VkDevice device);
\end{verbatim}

- \texttt{device} is the logical device to cease profiling on.

\textbf{Valid Usage}

- VUID-vkReleaseProfilingLockKHR-device-03235
  The profiling lock of \texttt{device} must have been held via a previous successful call to \texttt{vkAcquireProfilingLockKHR}

\textbf{Valid Usage (Implicit)}

- VUID-vkReleaseProfilingLockKHR-device-parameter
  \texttt{device} must be a valid \texttt{VkDevice} handle

\section*{17.7. Transform Feedback Queries}

Transform feedback queries track the number of primitives attempted to be written and actually written, by the vertex stream being captured, to a transform feedback buffer. This query is updated during drawing commands while transform feedback is active. The number of primitives actually written will be less than the number attempted to be written if the bound transform feedback buffer size was too small for the number of primitives actually drawn. Primitives are not written beyond the bound range of the transform feedback buffer. A transform feedback query is begun and ended by calling \texttt{vkCmdBeginQuery} and \texttt{vkCmdEndQuery}, respectively to query for vertex stream zero. \texttt{vkCmdBeginQueryIndexedEXT} and \texttt{vkCmdEndQueryIndexedEXT} can be used to begin and end transform feedback queries for any supported vertex stream. When a transform feedback query begins, the count of primitives written and primitives needed starts from zero. For each drawing
command, the count is incremented as vertex attribute outputs are captured to the transform feedback buffers while transform feedback is active.

When a transform feedback 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`).

### 17.8. Result Status Queries

Result status queries serve a single purpose: allowing the application to determine whether a set of operations have completed successfully or not, as indicated by the `VkQueryResultStatusKHR` value written when retrieving the result of a query using the `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR` flag.

Unlike other query types, result status queries do not track or maintain any other data beyond the completion status, thus no other data is written when retrieving their results.

Support for result status queries is indicated by `VkQueueFamilyQueryResultStatusPropertiesKHR::queryResultStatusSupport`, as returned by `vkGetPhysicalDeviceQueueFamilyProperties2` for the queue family in question.

### 17.9. Video Encode Feedback Queries

Video encode feedback queries allow the application to capture feedback values generated by video encode operations. As such, video encode feedback queries are available on queue families supporting video encode operations. The availability of individual video encode feedback values is indicated by the bits of `VkVideoEncodeCapabilitiesKHR::supportedEncodeFeedbackFlags`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the queries are intended to be used with.

The set of enabled video encode feedback values must be configured on the query pool when it is created using the `encodeFeedbackFlags` member of the `VkQueryPoolVideoEncodeFeedbackCreateInfoKHR` included in the `pNext` chain of `VkQueryPoolCreateInfo`.

The `VkQueryPoolVideoEncodeFeedbackCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_queue
typedef struct VkQueryPoolVideoEncodeFeedbackCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEncodeFeedbackFlagsKHR encodeFeedbackFlags;
} VkQueryPoolVideoEncodeFeedbackCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `encodeFeedbackFlags` is a bitmask of `VkVideoEncodeFeedbackFlagBitsKHR` values specifying the set of enabled video encode feedback values captured by queries of the new pool.
Valid Usage (Implicit)

- **VUID-VkQueryPoolVideoEncodeFeedbackCreateInfoKHR-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_QUERY_POOL_VIDEO_ENCODE_FEEDBACK_CREATE_INFO_KHR`

- **VUID-VkQueryPoolVideoEncodeFeedbackCreateInfoKHR-encodeFeedbackFlags-parameter**
  
  `encodeFeedbackFlags` must be a valid combination of `VkVideoEncodeFeedbackFlagBitsKHR` values

- **VUID-VkQueryPoolVideoEncodeFeedbackCreateInfoKHR-encodeFeedbackFlags-requiredbitmask**
  
  `encodeFeedbackFlags` must not be `0`

Bits which can be set in `VkQueryPoolVideoEncodeFeedbackCreateInfoKHR::encodeFeedbackFlags` for video encode feedback query pools are:

```c
// Provided by VK_KHR_video_encode_queue
typedef enum VkVideoEncodeFeedbackFlagBitsKHR {
    VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BUFFER_OFFSET_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BYTES_WRITTEN_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR = 0x00000004,
} VkVideoEncodeFeedbackFlagBitsKHR;
```

- **`VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BUFFER_OFFSET_BIT_KHR`** specifies that queries managed by the pool will capture the byte offset of the bitstream data written by the video encode operation to the bitstream buffer specified in `VkVideoEncodeInfoKHR::dstBuffer` relative to the offset specified in `VkVideoEncodeInfoKHR::dstBufferOffset`. For the first video encode operation issued by any video encode command, this value will always be zero, meaning that bitstream data is always written to the buffer specified in `VkVideoEncodeInfoKHR::dstBuffer` starting from the offset specified in `VkVideoEncodeInfoKHR::dstBufferOffset`.

- **`VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BYTES_WRITTEN_BIT_KHR`** specifies that queries managed by the pool will capture the number of bytes written by the video encode operation to the bitstream buffer specified in `VkVideoEncodeInfoKHR::dstBuffer`.

- **`VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR`** specifies that queries managed by the pool will capture a boolean value indicating that the data written to the bitstream buffer specified in `VkVideoEncodeInfoKHR::dstBuffer` contains overridden parameters.

When retrieving the results of video encode feedback queries, the values corresponding to each enabled video encode feedback are written in the order of the bits defined above, followed by an optional value indicating availability or result status if `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT` or `VK_QUERY_RESULT_WITH_STATUS_BIT_KHR` is specified, respectively.

If the result status of a video encode feedback query is negative, then the results of all enabled video encode feedback values will be undefined.

**Note**

Thus it is recommended that applications always specify
**VK_QUERY_RESULT_WITH_STATUS_BIT_KHR** when retrieving the results of video encode feedback queries and ignore such undefined video encode feedback values for any **unsuccessfully** completed video encode operations.

```
// Provided by VK_KHR_video_encode_queue
typedef VkFlags VkVideoEncodeFeedbackFlagsKHR;
```

*VkVideoEncodeFeedbackFlagsKHR* is a bitmask type for setting a mask of zero or more *VkVideoEncodeFeedbackFlagBitsKHR*. 
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 \texttt{vkCmdClearColorImage} or \texttt{vkCmdClearDepthStencilImage}, respectively. These commands are only allowed outside of a render pass instance.

To clear one or more subranges of a color image, call:

\begin{verbatim}
// Provided by VK_VERSION_1_0
void vkCmdClearColorImage(
    VkCommandBuffer commandBuffer,
    VkImage image,
    VkImageLayout imageLayout,
    const VkClearColorValue* pColor,
    uint32_t rangeCount,
    const VkImageSubresourceRange* pRanges);
\end{verbatim}

• \texttt{commandBuffer} is the command buffer into which the command will be recorded.

• \texttt{image} is the image to be cleared.

• \texttt{imageLayout} specifies the current layout of the image subresource ranges to be cleared, and must be \texttt{VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR}, \texttt{VK_IMAGE_LAYOUT_GENERAL} or \texttt{VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL}.

• \texttt{pColor} is a pointer to a \texttt{VkClearColorValue} structure containing the values that the image subresource ranges will be cleared to (see Clear Values below).

• \texttt{rangeCount} is the number of image subresource range structures in \texttt{pRanges}.

• \texttt{pRanges} is a pointer to an array of \texttt{VkImageSubresourceRange} structures describing a range of mipmap levels, array layers, and aspects to be cleared, as described in Image Views.

Each specified range in \texttt{pRanges} is cleared to the value specified by \texttt{pColor}.

Valid Usage

• VUID-vkCmdClearColorImage-image-01993
  The format features of \texttt{image} must contain \texttt{VK_FORMAT_FEATURE_TRANSFER_DST_BIT}

• VUID-vkCmdClearColorImage-image-00002
  \texttt{image} must have been created with \texttt{VK_IMAGE_USAGE_TRANSFER_DST_BIT} usage flag

• VUID-vkCmdClearColorImage-image-01545
  \texttt{image} must not use any of the formats that require a sampler \texttt{Y’C}_6\texttt{C}_6 conversion

• VUID-vkCmdClearColorImage-image-00003
  If \texttt{image} is non-sparse then it must be bound completely and contiguously to a single \texttt{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`
To clear one or more subranges of a depth/stencil image, call:
```c
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

- **VID-vkCmdClearDepthStencilImage-image-01994**
  The format features of `image` must contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`
- **VID-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`
- **VID-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`
- **VID-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`
- **VID-vkCmdClearDepthStencilImage-image-00010**
  If `image` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object
- **VID-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`
- **VID-vkCmdClearDepthStencilImage-imageLayout-00012**
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`.

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.

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.

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.

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.

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.

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.

The `image` must have a depth/stencil format.

If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `image` must not be a protected image.

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.

1126


- **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-videocoding**
  This command *must* only be called outside of a video coding scope

- **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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Outside</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
// Provided by VK_VERSION_1_0
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 current render pass instance does not use dynamic rendering, and 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 current render pass instance does not use dynamic rendering, and 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

- VUID-vkCmdClearAttachments-colorAttachment-09503
  The colorAttachment member of each element of pAttachments must not identify a color attachment that is currently mapped to VK_ATTACHMENT_UNUSED in commandBuffer via VkRenderingAttachmentLocationInfoKHR
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`.

- **VUID-vkCmdClearAttachments-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations.

- **VUID-vkCmdClearAttachments-renderpass**
  This command **must** only be called inside of a render pass instance.

- **VUID-vkCmdClearAttachments-videocoding**
  This command **must** only be called outside of a video coding scope.

- **VUID-vkCmdClearAttachments-attachmentCount-arraylength**
  `attachmentCount` **must** be greater than 0.

- **VUID-vkCmdClearAttachments-rectCount-arraylength**
  `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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary, Secondary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
</tbody>
</table>

The `VkClearRect` structure is defined as:
typedef struct VkClearRect {
    VkRect2D    rect;
    uint32_t    baseArrayLayer;
    uint32_t    layerCount;
} VkClearRect;

- `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 \( \text{[baseArrayLayer, baseArrayLayer + layerCount]} \) 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`

### Valid Usage (Implicit)

- VUID-VkClearAttachment-aspectMask-parameter
  `aspectMask` must be a valid combination of `VkImageAspectFlagBits` values

- VUID-VkClearAttachment-aspectMask-requiredbitmask
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:

```
// Provided by VK_VERSION_1_0
typed union VkClearValue {
    VkClearColorValue color;
    VkClearDepthStencilValue depthStencil;
} VkClearValue;
```

- `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:

```
// Provided by VK_VERSION_1_0
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**
  
  If the **VK_KHR_maintenance1** extension is not enabled and **VkPhysicalDeviceProperties::apiVersion** is less than Vulkan 1.1, the **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
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
**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
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.

**Valid Usage (Implicit)**

- `commandBuffer` must be a valid `VkCommandBuffer` handle.
- `dstBuffer` must be a valid `VkBuffer` handle.
- `pData` must be a valid pointer to an array of `dataSize` bytes.
- `commandBuffer` must be in the recording state.
- 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.
- This command must only be called outside of a video coding scope.
- `dataSize` must be greater than 0.
- 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note**

The `pData` parameter was of type `uint32_t*` instead of `void*` prior to version 1.0.19 of the Specification and `VK_HEADER_VERSION` 19 of the **Vulkan Header Files**. This was a historical anomaly, as the source data may be of other types.
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-srcBuffer-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.

This command must only be called outside of a video coding scope.

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>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<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_VERSION_1_3
void vkCmdCopyBuffer2(
    VkCommandBuffer commandBuffer,
    const VkCopyBufferInfo2* pCopyBufferInfo);
```

or the equivalent command

```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
  1142
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

- VUID-vkCmdCopyBuffer2-videocoding
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkCopyBufferInfo2 structure is defined as:

```c
// Provided by VK_VERSION_1_3
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.
• \texttt{pNext} is \texttt{NULL} or a pointer to a structure extending this structure.
• \texttt{srcBuffer} is the source buffer.
• \texttt{dstBuffer} is the destination buffer.
• \texttt{regionCount} is the number of regions to copy.
• \texttt{pRegions} is a pointer to an array of \texttt{VkBufferCopy2} structures specifying the regions to copy.

### Valid Usage

- **VUID-VkCopyBufferInfo2-srcOffset-00113**
  The \texttt{srcOffset} member of each element of \texttt{pRegions} must be less than the size of \texttt{srcBuffer}

- **VUID-VkCopyBufferInfo2-dstOffset-00114**
  The \texttt{dstOffset} member of each element of \texttt{pRegions} must be less than the size of \texttt{dstBuffer}

- **VUID-VkCopyBufferInfo2-size-00115**
  The \texttt{size} member of each element of \texttt{pRegions} must be less than or equal to the size of \texttt{srcBuffer} minus \texttt{srcOffset}

- **VUID-VkCopyBufferInfo2-size-00116**
  The \texttt{size} member of each element of \texttt{pRegions} must be less than or equal to the size of \texttt{dstBuffer} minus \texttt{dstOffset}

- **VUID-VkCopyBufferInfo2-pRegions-00117**
  The union of the source regions, and the union of the destination regions, specified by the elements of \texttt{pRegions}, must not overlap in memory

- **VUID-VkCopyBufferInfo2-srcBuffer-00118**
  \texttt{srcBuffer} must have been created with \texttt{VK_BUFFER_USAGE_TRANSFER_SRC_BIT} usage flag

- **VUID-VkCopyBufferInfo2-srcBuffer-00119**
  If \texttt{srcBuffer} is non-sparse then it must be bound completely and contiguously to a single \texttt{VkDeviceMemory} object

- **VUID-VkCopyBufferInfo2-dstBuffer-00120**
  \texttt{dstBuffer} must have been created with \texttt{VK_BUFFER_USAGE_TRANSFER_DST_BIT} usage flag

- **VUID-VkCopyBufferInfo2-dstBuffer-00121**
  If \texttt{dstBuffer} is non-sparse then it must be bound completely and contiguously to a single \texttt{VkDeviceMemory} object

### Valid Usage (Implicit)

- **VUID-VkCopyBufferInfo2-sType-sType**
  \texttt{sType} must be \texttt{VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2}

- **VUID-VkCopyBufferInfo2-pNext-pNext**
  \texttt{pNext} must be \texttt{NULL}

- **VUID-VkCopyBufferInfo2-srcBuffer-parameter**
  \texttt{srcBuffer} must be a valid \texttt{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
// Provided by VK_VERSION_1_3
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
19.2. Copying Data Between Images

To copy data between image objects, call:

```c
// Provided by VK_VERSION_1_0
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. If `maintenance5` is enabled, all other combinations are allowed and function as if 1D images are 2D images with a height of 1. Otherwise,
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-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-vkCmdCopyImage-srcImage-00136
  The sample count of srcImage and dstImage **must** match

- VUID-vkCmdCopyImage-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-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-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-apiVersion-07932
  If the VK_KHR_maintenance1 extension is not enabled, or VkPhysicalDeviceProperties::apiVersion is less than Vulkan 1.1, and either srcImage or dstImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, srcSubresource.baseArrayLayer and dstSubresource.baseArrayLayer **must** both be 0, and srcSubresource.layerCount and dstSubresource.layerCount **must** both be 1

- 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

- VUID-vkCmdCopyImage-srcImage-00146
  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

- VUID-vkCmdCopyImage-srcOffset-00147
  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

- VUID-vkCmdCopyImage-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-vkCmdCopyImage-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-vkCmdCopyImage-srcImage-01787
  If srcImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, srcOffset.z must be 0

- VUID-vkCmdCopyImage-dstImage-01788
  If dstImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, dstOffset.z must be 0

- VUID-vkCmdCopyImage-apiVersion-07933
  If the VK_KHR_maintenance1 extension is not enabled, and VkPhysicalDeviceProperties::apiVersion is less than Vulkan 1.1, srcImage and dstImage must have the same VkImageType

- VUID-vkCmdCopyImage-apiVersion-08969
  If the VK_KHR_maintenance1 extension is not enabled, and VkPhysicalDeviceProperties::apiVersion is less than Vulkan 1.1, srcImage or dstImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, extent.depth must be 1

- VUID-vkCmdCopyImage-srcImage-07743
If `srcImage` and `dstImage` have a different `VkImageType`, and maintenance5 is not enabled, one must be `VK_IMAGE_TYPE_3D` and the other must be `VK_IMAGE_TYPE_2D`.

- VUID-vkCmdCopyImage-srcImage-08793
  If `srcImage` and `dstImage` have the same `VkImageType`, for each element of `pRegions`, if neither of the `layerCount` members of `srcSubresource` or `dstSubresource` are `VK_REMAINING_ARRAY_LAYERS`, the `layerCount` members of `srcSubresource` or `dstSubresource` must match.

- VUID-vkCmdCopyImage-srcImage-08794
  If `srcImage` and `dstImage` have the same `VkImageType`, and one of the `layerCount` members of `srcSubresource` or `dstSubresource` is `VK_REMAINING_ARRAY_LAYERS`, the other member must be either `VK_REMAINING_ARRAY_LAYERS` or equal to the `arrayLayers` member of the `VkImageCreateInfo` used to create the image minus `baseArrayLayer`.

- VUID-vkCmdCopyImage-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-vkCmdCopyImage-srcImage-01791
  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`.

- VUID-vkCmdCopyImage-dstImage-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-vkCmdCopyImage-dstImage-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-vkCmdCopyImage-pRegions-07278
  For each element of `pRegions`, `srcOffset.x` must be a multiple of the texel block extent width of the `VkFormat` of `srcImage`.

- VUID-vkCmdCopyImage-pRegions-07279
  For each element of `pRegions`, `srcOffset.y` must be a multiple of the texel block extent height of the `VkFormat` of `srcImage`.

- VUID-vkCmdCopyImage-pRegions-07280
  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 \( pRegions \), \( srcOffset.z \) must be a multiple of the texel block extent depth of the \( VkFormat \) of \( srcImage \)

- VUID-vkCmdCopyImage-pRegions-07281
  For each element of \( pRegions \), \( dstOffset.x \) must be a multiple of the texel block extent width of the \( VkFormat \) of \( dstImage \)

- VUID-vkCmdCopyImage-pRegions-07282
  For each element of \( pRegions \), \( dstOffset.y \) must be a multiple of the texel block extent height of the \( VkFormat \) of \( dstImage \)

- VUID-vkCmdCopyImage-pRegions-07283
  For each element of \( pRegions \), \( dstOffset.z \) must be a multiple of the texel block extent depth of the \( VkFormat \) of \( dstImage \)

- VUID-vkCmdCopyImage-srcImage-01728
  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 \( srcImage \)

- VUID-vkCmdCopyImage-srcImage-01729
  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 \( srcImage \)

- VUID-vkCmdCopyImage-srcImage-01730
  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 \( srcImage \)

- VUID-vkCmdCopyImage-dstImage-01732
  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 \( dstImage \)

- VUID-vkCmdCopyImage-dstImage-01733
  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 \( dstImage \)

- VUID-vkCmdCopyImage-dstImage-01734
  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 \( dstImage \)

- VUID-vkCmdCopyImage-aspect-06662
  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-vkCmdCopyImage-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-vkCmdCopyImage-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 `VkImageStencilUsageCreateInfo`::stencilUsage used to create `srcImage`.

- **VUID-vkCmdCopyImage-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 `VkImageStencilUsageCreateInfo`::stencilUsage used to create `dstImage`.

- **VUID-vkCmdCopyImage-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-vkCmdCopyImage-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-vkCmdCopyImage-srcSubresource-07968**
  If `srcSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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-vkCmdCopyImage-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-vkCmdCopyImage-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-vkCmdCopyImage-dstSubresource-07968**
  If `dstSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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**
  `srcImage` must be a valid `VkImage` handle.
**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-videocoding
  This command must only be called outside of a video coding scope

- 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

**Command Properties**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The **VkImageCopy** structure is defined as:
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-apiVersion-07940**
  If the `VK_KHR_sampler_yccbcr_conversion` extension is not enabled, and `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, the `aspectMask` member of `srcSubresource` and `dstSubresource` must match.

- **VUID-VkImageCopy-apiVersion-07941**
  If the `VK_KHR_maintenance1` extension is not enabled, and `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, the `layerCount` member of `srcSubresource` and `dstSubresource` must match.

- **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:

1154
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-layerCount-09243
  If the maintenance5 feature is not enabled, 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-requiredbitmask
  aspectMask must not be 0

A more extensible version of the copy image command is defined below.

To copy data between image objects, call:

// Provided by VK_VERSION_1_3
void vkCmdCopyImage2(
    VkCommandBuffer commandBuffer,
    const VkCopyImageInfo2* pCopyImageInfo);
or the equivalent command

```c
// Provided by VK_KHR_copy_commands2
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` and `pNext` 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

- **VUID-vkCmdCopyImage2-videocoding**
  This command must only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

The `VkCopyImageInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_3
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 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-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`
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 the `VK_KHR_maintenance1` extension is not enabled, or `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, and either `srcImage` or `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `srcSubresource.baseArrayLayer` and `dstSubresource.baseArrayLayer` must both be 0, and `srcSubresource.layerCount` and `dstSubresource.layerCount` must both be 1.

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.

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 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.

If dstImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, dstOffset.z must be 0.

If the VK_KHR_maintenance1 extension is not enabled, and VkPhysicalDeviceProperties ::apiVersion is less than Vulkan 1.1, srcImage and dstImage must have the same VkImageType.

If the VK_KHR_maintenance1 extension is not enabled, and VkPhysicalDeviceProperties ::apiVersion is less than Vulkan 1.1, srcImage or dstImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, extent.depth must be 1.

If srcImage and dstImage have a different VkImageType, and maintenance5 is not enabled, 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, if neither of the layerCount members of srcSubresource or dstSubresource are VK_REMAINING_ARRAY_LAYERS, the layerCount members of srcSubresource or dstSubresource must match.

If srcImage and dstImage have the same VkImageType, and one of the layerCount members of srcSubresource or dstSubresource is VK_REMAINING_ARRAY_LAYERS, the other member must be either VK_REMAINING_ARRAY_LAYERS or equal to the arrayLayers member of the
VkImageCreateInfo used to create the image minus baseArrayLayer

- 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_2D, 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-dstOffset-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

- VUID-VkCopyImageInfo2-pRegions-07278
  For each element of pRegions, srcOffset.x must be a multiple of the texel block extent width of the VkFormat of srcImage

- VUID-VkCopyImageInfo2-pRegions-07279
  For each element of pRegions, srcOffset.y must be a multiple of the texel block extent height of the VkFormat of srcImage

- VUID-VkCopyImageInfo2-pRegions-07280
  For each element of pRegions, srcOffset.z must be a multiple of the texel block extent depth of the VkFormat of srcImage

- VUID-VkCopyImageInfo2-pRegions-07281
  For each element of pRegions, dstOffset.x must be a multiple of the texel block extent width of the VkFormat of dstImage

- VUID-VkCopyImageInfo2-pRegions-07282
  For each element of pRegions, dstOffset.y must be a multiple of the texel block extent height of the VkFormat of dstImage

- VUID-VkCopyImageInfo2-pRegions-07283
  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 \texttt{pRegions}, if the sum of \texttt{srcOffset.x} and \texttt{extent.width} does not equal the width of the subresource specified by \texttt{srcSubresource}, \texttt{extent.width} must be a multiple of the texel block extent width of the \texttt{VkFormat} of \texttt{srcImage}.

For each element of \texttt{pRegions}, if the sum of \texttt{srcOffset.y} and \texttt{extent.height} does not equal the height of the subresource specified by \texttt{srcSubresource}, \texttt{extent.height} must be a multiple of the texel block extent height of the \texttt{VkFormat} of \texttt{srcImage}.

For each element of \texttt{pRegions}, if the sum of \texttt{srcOffset.z} and \texttt{extent.depth} does not equal the depth of the subresource specified by \texttt{srcSubresource}, \texttt{extent.depth} must be a multiple of the texel block extent depth of the \texttt{VkFormat} of \texttt{srcImage}.

For each element of \texttt{pRegions}, if the sum of \texttt{dstOffset.x} and \texttt{extent.width} does not equal the width of the subresource specified by \texttt{dstSubresource}, \texttt{extent.width} must be a multiple of the texel block extent width of the \texttt{VkFormat} of \texttt{dstImage}.

For each element of \texttt{pRegions}, if the sum of \texttt{dstOffset.y} and \texttt{extent.height} does not equal the height of the subresource specified by \texttt{dstSubresource}, \texttt{extent.height} must be a multiple of the texel block extent height of the \texttt{VkFormat} of \texttt{dstImage}.

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 texel block extent depth of the \texttt{VkFormat} of \texttt{dstImage}.

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::usage} used to create \texttt{srcImage}.

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::usage} used to create \texttt{dstImage}.

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::stencilUsage} used to create \texttt{srcImage}.

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::stencilUsage} used to create \texttt{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
  If `srcSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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
  If `dstSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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
  `pRegions` must be a valid pointer to an array of `regionCount` valid `VkImageCopy2` structures.

• VUID-VkCopyImageInfo2-regionCount-arraylength
  `regionCount` must be greater than 0.
Both of `dstImage`, and `srcImage` must have been created, allocated, or retrieved from the same `VkDevice`.

The `VkImageCopy2` structure is defined as:

```c
// Provided by VK_VERSION_1_3
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-apiVersion-07940**
  If the `VK_KHR_sampler_ycbcr_conversion` extension is not enabled, and `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, the `aspectMask` member of `srcSubresource` and `dstSubresource` must match

- **VUID-VkImageCopy2-apiVersion-07941**
  If the `VK_KHR_maintenance1` extension is not enabled, and `VkPhysicalDeviceProperties::apiVersion` is less than Vulkan 1.1, the `layerCount` member of `srcSubresource` and `dstSubresource` must match

- **VUID-VkImageCopy2-extent-06668**
  `extent.width` must not be 0

- **VUID-VkImageCopy2-extent-06669**
**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,layer)*, where:

- *x* is in the range \([\text{imageOffset.x} / \text{blockWidth}, \left\lceil (\text{imageOffset.x} + \text{imageExtent.width}) / \text{blockWidth} \right\rceil]\),

- *y* is in the range \([\text{imageOffset.y} / \text{blockHeight}, \left\lceil (\text{imageOffset.y} + \text{imageExtent.height}) / \text{blockHeight} \right\rceil]\),

- *z* is in the range \([\text{imageOffset.z} / \text{blockDepth}, \left\lceil (\text{imageOffset.z} + \text{imageExtent.depth}) / \text{blockDepth} \right\rceil]\),

- *layer* is in the range \([\text{imageSubresource.baseArrayLayer}, \text{imageSubresource.baseArrayLayer} + \text{imageSubresource.layerCount}]\),

and where blockWidth, blockHeight, and blockDepth are the dimensions of the texel block extent of the image’s format.
For each \((x, y, z, \text{layer})\) coordinate, texels in the image layer selected by \(\text{layer}\) 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 \((x, y, z, \text{layer})\) coordinate, bytes in the buffer are accessed at offsets in the range \([\text{texelOffset}, \text{texelOffset} + \text{blockSize})\), where:

\[
\text{texelOffset} = \text{bufferOffset} + (x \times \text{blockSize}) + (y \times \text{rowExtent}) + (z \times \text{sliceExtent}) + (\text{layer} \times \text{layerExtent})
\]

\(\text{blockSize}\) is the size of the block in bytes for the format

\[
\text{rowExtent} = \max(\text{bufferRowLength}, \lceil \text{imageExtent.width} / \text{blockWidth} \rceil \times \text{blockSize})
\]

\[
\text{sliceExtent} = \max(\text{bufferImageHeight}, \text{imageExtent.height} \times \text{rowExtent})
\]

\[
\text{layerExtent} = \text{imageExtent.depth} \times \text{sliceExtent}
\]

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 24. 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>
</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**
  If `imageSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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.

- **VUID-vkCmdCopyBufferToImage-imageOffset-07738**
  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`.

- **VUID-vkCmdCopyBufferToImage-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 `pRegions`, the `aspectMask` member of `imageSubresource` must not be `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`.
VUID-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-srcBuffer-00174
srcBuffer must have been created with VK_BUFFER_USAGE_TRANSFER_SRC_BIT usage flag.

VUID-vkCmdCopyBufferToImage-dstImage-00197
The format features of dstImage must contain VK_FORMAT_FEATURE_TRANSFER_DST_BIT.

VUID-vkCmdCopyBufferToImage-srcBuffer-00176
If srcBuffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object.

VUID-vkCmdCopyBufferToImage-dstImage-00177
dstImage must have been created with VK_IMAGE_USAGE_TRANSFER_DST_BIT usage flag.

VUID-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-dstImageLayout-01396
dstImageLayout must be VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR, VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL, or VK_IMAGE_LAYOUT_GENERAL.

VUID-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-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-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 1169.
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-07981
  For each element of pRegions, imageSubresource.aspectMask must specify aspects present in dstImage

- VUID-vkCmdCopyBufferToImage-dstImage-07983
  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-07985
  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-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-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-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-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-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-vkCmdCopyBufferToImage-dstImage-07978
  If dstImage has a depth/stencil format, the bufferOffset member of any element of pRegions must be a multiple of 4
Valid Usage (Implicit)

- VUID-vkCmdCopyBufferToImage-commandBuffer-parameter
  
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

- VUID-vkCmdCopyBufferToImage-srcBuffer-parameter
  
  \texttt{srcBuffer} must be a valid \texttt{VkBuffer} handle

- VUID-vkCmdCopyBufferToImage-dstImage-parameter
  
  \texttt{dstImage} must be a valid \texttt{VkImage} handle

- VUID-vkCmdCopyBufferToImage-dstImageLayout-parameter
  
  \texttt{dstImageLayout} must be a valid \texttt{VkImageLayout} value

- VUID-vkCmdCopyBufferToImage-pRegions-parameter
  
  \texttt{pRegions} must be a valid pointer to an array of \texttt{regionCount} valid \texttt{VkBufferImageCopy} structures

- VUID-vkCmdCopyBufferToImage-commandBuffer-recording
  
  \texttt{commandBuffer} must be in the \texttt{recording} state

- VUID-vkCmdCopyBufferToImage-commandBuffer-cmdpool
  
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support transfer, graphics, or compute operations

- VUID-vkCmdCopyBufferToImage-renderpass
  
  This command must only be called outside of a render pass instance

- VUID-vkCmdCopyBufferToImage-videocoding
  
  This command must only be called outside of a video coding scope

- VUID-vkCmdCopyBufferToImage-regionCount-arraylength
  
  \texttt{regionCount} must be greater than 0

- VUID-vkCmdCopyBufferToImage-commonparent
  
  Each of \texttt{commandBuffer}, \texttt{dstImage}, and \texttt{srcBuffer} must have been created, allocated, or retrieved from the same \texttt{VkDevice}

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
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
If `imageSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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.

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.
• VUID-vkCmdCopyImageToBuffer-srcImage-00186
  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
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, extent.depth} \textbf{must} be a multiple of the \texttt{texel block extent depth} of the \texttt{VkFormat} of \texttt{srcImage}

For each element of \texttt{pRegions, imageSubresource.aspectMask} \textbf{must} specify aspects present in \texttt{srcImage}

If \texttt{srcImage} has a \texttt{multi-planar image format}, then for each element of \texttt{pRegions, imageSubresource.aspectMask} \textbf{must} be a single valid \texttt{multi-planar aspect mask} bit

If \texttt{srcImage} is of type \texttt{VK_IMAGE_TYPE_3D}, for each element of \texttt{pRegions, imageSubresource.baseArrayLayer} \textbf{must} be 0 and \texttt{imageSubresource.layerCount} \textbf{must} be 1

For each element of \texttt{pRegions, bufferRowLength} \textbf{must} be a multiple of the \texttt{texel block extent width} of the \texttt{VkFormat} of \texttt{srcImage}

For each element of \texttt{pRegions, bufferImageHeight} \textbf{must} be a multiple of the \texttt{texel block extent height} of the \texttt{VkFormat} of \texttt{srcImage}

For each element of \texttt{pRegions, 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 \texttt{2}^{31}-1

If \texttt{srcImage} does not have either a depth/stencil format or a \texttt{multi-planar format}, then for each element of \texttt{pRegions, bufferOffset} \textbf{must} be a multiple of the \texttt{texel block size}

If \texttt{srcImage} has a \texttt{multi-planar format}, then for each element of \texttt{pRegions, bufferOffset} \textbf{must} be a multiple of the 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}

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

\textbf{Valid Usage (Implicit)}

- \texttt{commandBuffer} \textbf{must} be a valid \texttt{VkCommandBuffer} handle
- \texttt{srcImage} \textbf{must} be a valid \texttt{VkImage} handle
- \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
pRegions 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-videocoding
This command must only be called outside of a video coding scope

• 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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics Compute</td>
<td>Action</td>
</tr>
</tbody>
</table>

For both vkCmdCopyBufferToImage and vkCmdCopyImageToBuffer, each element of pRegions 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_VERSION_1_3
void vkCmdCopyBufferToImage2(
    VkCommandBuffer commandBuffer,
    const VkCopyBufferToImageInfo2* pCopyBufferToImageInfo);
```

or the equivalent command

```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 substructures 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 \texttt{VK_QUEUE_GRAPHICS_BIT}, for each element of \texttt{pCopyBufferToImageInfo->pRegions}, the aspectMask member of \texttt{imageSubresource} must not be \texttt{VK_IMAGE_ASPECT_DEPTH_BIT} or \texttt{VK_IMAGE_ASPECT_STENCIL_BIT}

### Valid Usage (Implicit)

- VUID-vkCmdCopyBufferToImage2-commandBuffer-parameter commandBuffer must be a valid \texttt{VkCommandBuffer} handle
- VUID-vkCmdCopyBufferToImage2-pCopyBufferToImageInfo-parameter pCopyBufferToImageInfo must be a valid pointer to a valid \texttt{VkCopyBufferToImageInfo2} structure
- VUID-vkCmdCopyBufferToImage2-commandBuffer-recording commandBuffer must be in the recording state
- VUID-vkCmdCopyBufferToImage2-commandBuffer-cmdpool The \texttt{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
- VUID-vkCmdCopyBufferToImage2-videocoding This command must only be called outside of a video coding scope

### Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the \texttt{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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer Graphics Compute</td>
<td>Action</td>
</tr>
</tbody>
</table>

The \texttt{VkCopyBufferToImageInfo2} structure is defined as:
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-srcBuffer-00176
  `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

- 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
If imageSubresource.layerCount is not VK_REMAINING_ARRAY_LAYERS, 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-imageOffset-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.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-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 bit

- 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
If `dstImage` 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 `dstImage`.

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)**

- `sType` must be `VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2`
- `pNext` must be `NULL`
- `srcBuffer` must be a valid `VkBuffer` handle
- `dstImage` must be a valid `VkImage` handle
- `dstImageLayout` must be a valid `VkImageLayout` value
- `pRegions` must be a valid pointer to an array of `regionCount` valid `VkBufferImageCopy2` structures
- `regionCount` must be greater than 0

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_VERSION_1_3
void vkCmdCopyImageToBuffer2(
    VkCommandBuffer commandBuffer,
    const VkCopyImageToBufferInfo2* pCopyImageToBufferInfo);
```
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 substructures 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

- VUID-vkCmdCopyImageToBuffer2-videocoding
  This command **must** only be called outside of a video coding scope

## 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Transfer, Graphics, Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkCopyImageToBufferInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_3
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
  If *imageSubresource.layerCount* is not **VK_REMAINING_ARRAY_LAYERS**, 


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

- VUID-VkCopyImageToBufferInfo2-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-VkCopyImageToBufferInfo2-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-VkCopyImageToBufferInfo2-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-VkCopyImageToBufferInfo2-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-VkCopyImageToBufferInfo2-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-VkCopyImageToBufferInfo2-srcImage-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 srcImage

- VUID-VkCopyImageToBufferInfo2-imageSubresource-09105
  For each element of pRegions, imageSubresource.aspectMask must specify aspects present in srcImage

- VUID-VkCopyImageToBufferInfo2-srcImage-07981
  If srcImage has a multi-planar image format, then for each element of pRegions, imageSubresource.aspectMask must be a single valid multi-planar aspect mask bit
If `srcImage` is of type `VK_IMAGE_TYPE_3D`, for each element of `pRegions`, `imageSubresource.baseArrayLayer` must be 0 and `imageSubresource.layerCount` must be 1.

For each element of `pRegions`, `bufferRowLength` must be a multiple of the texel block extent width of the `VkFormat` of `srcImage`.

For each element of `pRegions`, `bufferImageHeight` must be a multiple of the texel block extent height of the `VkFormat` of `srcImage`.

For each element of `pRegions`, `bufferRowLength` divided by the texel block extent width and then multiplied by the texel block size of `srcImage` must be less than or equal to $2^{31} - 1$.

If `srcImage` 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.

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)**

- **VUID-VkCopyImageToBufferInfo2-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2`.

- **VUID-VkCopyImageToBufferInfo2-pNext-pNext**
  `pNext` must be `NULL`.

- **VUID-VkCopyImageToBufferInfo2-srcImage-parameter**
  `srcImage` must be a valid `VkImage` handle.

- **VUID-VkCopyImageToBufferInfo2-srcImageLayout-parameter**
  `srcImageLayout` must be a valid `VkImage` layout.
**srcImageLayout** must be a valid **VkImageLayout** value

- **VUID-VkCopyImageToBufferInfo2-dstBuffer-parameter**
  **dstBuffer** must be a valid **VkBuffer** handle

- **VUID-VkCopyImageToBufferInfo2-pRegions-parameter**
  **pRegions** must be a valid pointer to an array of **regionCount** valid **VkBufferImageCopy2** structures

- **VUID-VkCopyImageToBufferInfo2-regionCount-arraylength**
  **regionCount** must be greater than 0

- **VUID-VkCopyImageToBufferInfo2-commonparent**
  Both of **dstBuffer**, and **srcImage** must have been created, allocated, or retrieved from the same **VkDevice**

For both **vkCmdCopyBufferToImage2** and **vkCmdCopyImageToBuffer2**, each element of **pRegions** is a structure defined as:

```c
// Provided by VK_VERSION_1_3
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

```c
// 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
  bufferRowLength must be 0, or greater than or equal to the width member of imageExtent
- VUID-VkBufferImageCopy2-bufferImageHeight-09102
  bufferImageHeight 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
  imageExtent.width must not be 0
- VUID-VkBufferImageCopy2-imageExtent-06660
  imageExtent.height must not be 0
- VUID-VkBufferImageCopy2-imageExtent-06661
  imageExtent.depth must not be 0

### Valid Usage (Implicit)

- VUID-VkBufferImageCopy2-sType-sType
  sType must be VK_STRUCTURE_TYPE_BUFFER_IMAGE_COPY_2
- VUID-VkBufferImageCopy2-pNext-pNext
  pNext must be NULL
- VUID-VkBufferImageCopy2-imageSubresource-parameter
  imageSubresource must be a valid VkImageSubresourceLayers structure

The following commands can be used to copy between host memory and images.

To copy data from host memory to an image object, call:

```c
// Provided by VK_EXT_host_image_copy
VkResult vkCopyMemoryToImageEXT(
    VkDevice device,
    const VkCopyMemoryToImageInfoEXT* pCopyMemoryToImageInfo);
```

- **device** is the device which owns pCopyMemoryToImageInfo->dstImage.
- **pCopyMemoryToImageInfo** is a pointer to a VkCopyMemoryToImageInfoEXT structure describing the copy parameters.
This command is functionally similar to `vkCmdCopyBufferToImage2`, except it is executed on the host and reads from host memory instead of a buffer.

### Valid Usage

- VUID-vkCopyMemoryToImageEXT-hostImageCopy-09058
  The `hostImageCopy` feature must be enabled

### Valid Usage (Implicit)

- VUID-vkCopyMemoryToImageEXT-device-parameter
device must be a valid `VkDevice` handle
- VUID-vkCopyMemoryToImageEXT-pCopyMemoryToImageInfo-parameter
  `pCopyMemoryToImageInfo` must be a valid pointer to a valid `VkCopyMemoryToImageInfoEXT` structure

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_MEMORY_MAP_FAILED`

The `VkCopyMemoryToImageInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkCopyMemoryToImageInfoEXT {
    VkStructureType          sType;
    const void*              pNext;
    VkHostImageCopyFlagsEXT  flags;
    VkImage                  dstImage;
    VkImageLayout            dstImageLayout;
    uint32_t                 regionCount;
    const VkMemoryToImageCopyEXT* pRegions;
} VkCopyMemoryToImageInfoEXT;
```

- `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 VkHostImageCopyFlagBitsEXT values describing additional copy parameters.

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 VkMemoryToImageCopyEXT structures specifying the regions to copy.

vkCopyMemoryToImageEXT does not check whether the device memory associated with dstImage is currently in use before performing the copy. The application must guarantee that any previously submitted command that reads from or writes to the copy regions has completed before the host performs the copy.

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-VkCopyMemoryToImageInfoEXT-dstImage-09109**
  If dstImage is sparse then all memory ranges accessed by the copy command must be bound as described in Binding Resource Memory

- **VUID-VkCopyMemoryToImageInfoEXT-dstImage-09111**
  If the stencil aspect of dstImage is accessed, and dstImage was not created with separate stencil usage, dstImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageCreateInfo::usage

- **VUID-VkCopyMemoryToImageInfoEXT-dstImage-09112**
  If the stencil aspect of dstImage is accessed, and dstImage was created with separate stencil usage, dstImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageStencilUsageCreateInfo::stencilUsage

- **VUID-VkCopyMemoryToImageInfoEXT-dstImage-09113**
  If non-stencil aspects of dstImage are accessed, dstImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageCreateInfo::usage

- **VUID-VkCopyMemoryToImageInfoEXT-imageOffset-09114**
  If flags contains VK_HOST_IMAGE_COPY_MEMCPY_EXT, the x, y, and z members of the imageOffset member of each element of pRegions must be 0

- **VUID-VkCopyMemoryToImageInfoEXT-dstImage-09115**
  If flags contains VK_HOST_IMAGE_COPY_MEMCPY_EXT, the imageExtent member of each element of pRegions must equal the extents of dstImage identified by imageSubresource

- **VUID-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-imageSubresource-07967**

1192
The `imageSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `dstImage` was created.

- VUID-VkCopyMemoryToImageInfoEXT-imageSubresource-07968
  If `imageSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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-VkCopyMemoryToImageInfoEXT-imageSubresource-07970
  The image region specified by each element of `pRegions` must be contained within the specified `imageSubresource` of `dstImage`.

- VUID-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-dstImage-07973
  `dstImage` must have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`.

- VUID-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-imageSubresource-09105
  For each element of pRegions, imageSubresource.aspectMask must specify aspects present in dstImage

- VUID-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-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-VkCopyMemoryToImageInfoEXT-memoryRowLength-09106
  For each element of pRegions, memoryRowLength must be a multiple of the texel block extent width of the VkFormat of dstImage

- VUID-VkCopyMemoryToImageInfoEXT-memoryImageHeight-09107
  For each element of pRegions, memoryImageHeight must be a multiple of the texel block extent height of the VkFormat of dstImage

- VUID-VkCopyMemoryToImageInfoEXT-memoryRowLength-09108
  For each element of pRegions, memoryRowLength 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-VkCopyMemoryToImageInfoEXT-dstImageLayout-09059
  dstImageLayout must specify the current layout of the image subresources of dstImage specified in pRegions

- VUID-VkCopyMemoryToImageInfoEXT-dstImageLayout-09060
  dstImageLayout must be one of the image layouts returned in VkPhysicalDeviceHostImageCopyPropertiesEXT::pCopyDstLayouts

- VUID-VkCopyMemoryToImageInfoEXT-flags-09393
  If flags includes VK_HOST_IMAGE_COPY_MEMCPY_EXT, for each region in pRegions, memoryRowLength and memoryImageHeight must both be 0

Valid Usage (Implicit)

- VUID-VkCopyMemoryToImageInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_MEMORY_TO_IMAGE_INFO_EXT

- VUID-VkCopyMemoryToImageInfoEXT-pNext-pNext
pNext must be NULL

- VUID-VkCopyMemoryToImageInfoEXT-flags-parameter
  flags must be a valid combination of VkHostImageCopyFlagBitsEXT values
- VUID-VkCopyMemoryToImageInfoEXT-dstImage-parameter
  dstImage must be a valid VkImage handle
- VUID-VkCopyMemoryToImageInfoEXT-dstImageLayout-parameter
  dstImageLayout must be a valid VkImageLayout value
- VUID-VkCopyMemoryToImageInfoEXT-pRegions-parameter
  pRegions must be a valid pointer to an array of regionCount valid
  VkMemoryToImageCopyEXT structures
- VUID-VkCopyMemoryToImageInfoEXT-regionCount-arraylength
  regionCount must be greater than 0

Each element of VkCopyMemoryToImageInfoEXT::pRegions is a structure defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkMemoryToImageCopyEXT {
    VkStructureType sType;
    const void* pNext;
    const void* pHostPointer;
    uint32_t memoryRowLength;
    uint32_t memoryImageHeight;
    VkImageSubresourceLayers imageSubresource;
    VkOffset3D imageOffset;
    VkExtent3D imageExtent;
} VkMemoryToImageCopyEXT;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- pHostPointer is the host memory address which is the source of the copy.
- memoryRowLength and memoryImageHeight specify in texels a subregion of a larger two- or three-dimensional image in host memory, and control the addressing calculations. If either of these values is zero, that aspect of the host 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 destination image data.
- imageExtent is the size in texels of the image to copy in width, height and depth.

This structure is functionally similar to VkBufferImageCopy2, except it defines host memory as the source of copy instead of a buffer. In particular, the same data packing rules and restrictions as that structure apply here as well.
Valid Usage

• VUID-VkMemoryToImageCopyEXT-pHostPointer-09061
  *pHostPointer* must point to memory that is large enough to contain all memory locations that are accessed according to *Buffer and Image Addressing*, for each element of *pRegions*

• VUID-VkMemoryToImageCopyEXT-pRegions-09062
  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-VkMemoryToImageCopyEXT-memoryRowLength-09101
  *memoryRowLength* must be 0, or greater than or equal to the width member of *imageExtent*

• VUID-VkMemoryToImageCopyEXT-memoryImageHeight-09102
  *memoryImageHeight* must be 0, or greater than or equal to the height member of *imageExtent*

• VUID-VkMemoryToImageCopyEXT-aspectMask-09103
  The aspectMask member of *imageSubresource* must only have a single bit set

• VUID-VkMemoryToImageCopyEXT-imageExtent-06659
  *imageExtent.width* must not be 0

• VUID-VkMemoryToImageCopyEXT-imageExtent-06660
  *imageExtent.height* must not be 0

• VUID-VkMemoryToImageCopyEXT-imageExtent-06661
  *imageExtent.depth* must not be 0

Valid Usage (Implicit)

• VUID-VkMemoryToImageCopyEXT-sType-sType
  *sType* must be *VK_STRUCTURE_TYPE_MEMORY_TO_IMAGE_COPY_EXT*

• VUID-VkMemoryToImageCopyEXT-pNext-pNext
  *pNext* must be NULL

• VUID-VkMemoryToImageCopyEXT-pHostPointer-parameter
  *pHostPointer* must be a pointer value

• VUID-VkMemoryToImageCopyEXT-imageSubresource-parameter
  *imageSubresource* must be a valid *VkImageSubresourceLayers* structure

To copy data from an image object to host memory, call:

```c
// Provided by VK_EXT_host_image_copy
VkResult vkCopyImageToMemoryEXT(
  VkDevice device,
  const VkCopyImageToMemoryInfoEXT* pCopyImageToMemoryInfo);
```

*device* is the device which owns *pCopyImageToMemoryInfo->srcImage*.
• `pCopyImageToMemoryInfo` is a pointer to a `VkCopyImageToMemoryInfoEXT` structure describing the copy parameters.

This command is functionally similar to `vkCmdCopyImageToBuffer2`, except it is executed on the host and writes to host memory instead of a buffer.

### Valid Usage

- VUID-vkCopyImageToMemoryEXT-hostImageCopy-09063
  The `hostImageCopy` feature **must** be enabled

### Valid Usage (Implicit)

- VUID-vkCopyImageToMemoryEXT-device-parameter
  `device` **must** be a valid `VkDevice` handle

- VUID-vkCopyImageToMemoryEXT-pCopyImageToMemoryInfo-parameter
  `pCopyImageToMemoryInfo` **must** be a valid pointer to a valid `VkCopyImageToMemoryInfoEXT` structure

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_MEMORY_MAP_FAILED`

The `VkCopyImageToMemoryInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkCopyImageToMemoryInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkHostImageCopyFlagsEXT flags;
    VkImage srcImage;
    VkImageLayout srcImageLayout;
    uint32_t regionCount;
    const VkImageToMemoryCopyEXT* pRegions;
} VkCopyImageToMemoryInfoEXT;
```
• **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 `VkHostImageCopyFlagBitsEXT` values describing additional copy parameters.
• **srcImage** is the source image.
• **srcImageLayout** is the layout of the source image subresources for the copy.
• **regionCount** is the number of regions to copy.
• **pRegions** is a pointer to an array of `VkImageToMemoryCopyEXT` structures specifying the regions to copy.

 VkCopyImageToMemoryEXT does not check whether the device memory associated with `srcImage` is currently in use before performing the copy. The application **must** guarantee that any previously submitted command that writes to the copy regions has completed before the host performs the copy.

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-VkCopyImageToMemoryInfoEXT-srcImage-09109
  If `srcImage` is sparse then all memory ranges accessed by the copy command **must** be bound as described in **Binding Resource Memory**

• VUID-VkCopyImageToMemoryInfoEXT-srcImage-09111
  If the stencil aspect of `srcImage` is accessed, and `srcImage` was not created with separate stencil usage, `srcImage` **must** have been created with `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` set in `VkImageCreateInfo::usage`

• VUID-VkCopyImageToMemoryInfoEXT-srcImage-09112
  If the stencil aspect of `srcImage` is accessed, and `srcImage` was created with separate stencil usage, `srcImage` **must** have been created with `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` set in `VkImageStencilUsageCreateInfo::stencilUsage`

• VUID-VkCopyImageToMemoryInfoEXT-srcImage-09113
  If non-stencil aspects of `srcImage` are accessed, `srcImage` **must** have been created with `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` set in `VkImageCreateInfo::usage`

• VUID-VkCopyImageToMemoryInfoEXT-imageOffset-09114
  If `flags` contains `VK_HOST_IMAGE_COPY_MEMCPY_EXT`, the x, y, and z members of the `imageOffset` member of each element of `pRegions` **must** be 0

• VUID-VkCopyImageToMemoryInfoEXT-srcImage-09115
  If `flags` contains `VK_HOST_IMAGE_COPY_MEMCPY_EXT`, the `imageExtent` member of each element of `pRegions` **must** equal the extents of `srcImage` identified by `imageSubresource`

• VUID-VkCopyImageToMemoryInfoEXT-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-VkCopyImageToMemoryInfoEXT-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-VkCopyImageToMemoryInfoEXT-imageSubresource-07968
  If imageSubresource.layerCount is not VK_REMAINING_ARRAY_LAYERS,
  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-VkCopyImageToMemoryInfoEXT-imageSubresource-07970
  The image region specified by each element of pRegions must be contained within the
  specified imageSubresource of srcImage

- VUID-VkCopyImageToMemoryInfoEXT-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 srcImage

- VUID-VkCopyImageToMemoryInfoEXT-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 srcImage

- VUID-VkCopyImageToMemoryInfoEXT-srcImage-07973
  srcImage must have a sample count equal to VK_SAMPLE_COUNT_1_BIT

- VUID-VkCopyImageToMemoryInfoEXT-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-VkCopyImageToMemoryInfoEXT-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-VkCopyImageToMemoryInfoEXT-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-VkCopyImageToMemoryInfoEXT-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-VkCopyImageToMemoryInfoEXT-srcImage-07276
  For each element of pRegions, imageOffset.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 `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`.

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`.

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 `srcImage`.

For each element of `pRegions`, `imageSubresource.aspectMask` must specify aspects present in `srcImage`.

If `srcImage` has a multi-planar image format, then for each element of `pRegions`, `imageSubresource.aspectMask` must be a single valid multi-planar aspect mask bit.

If `srcImage` is of type `VK_IMAGE_TYPE_3D`, for each element of `pRegions`, `imageSubresource.baseArrayLayer` must be 0 and `imageSubresource.layerCount` must be 1.

For each element of `pRegions`, `memoryRowLength` must be a multiple of the texel block extent width of the `VkFormat` of `srcImage`.

For each element of `pRegions`, `memoryImageHeight` must be a multiple of the texel block extent height of the `VkFormat` of `srcImage`.

For each element of `pRegions`, `memoryRowLength` divided by the texel block extent width and then multiplied by the texel block size of `srcImage` must be less than or equal to $2^{31}-1$.

`srcImageLayout` must specify the current layout of the image subresources of `srcImage` specified in `pRegions`.

`srcImageLayout` must be one of the image layouts returned in `VkPhysicalDeviceHostImageCopyPropertiesEXT::pCopySrcLayouts`.

If `flags` includes `VK_HOST_IMAGE_COPY_MEMCPY_EXT`, for each region in `pRegions`, `memoryRowLength` and `memoryImageHeight` must both be 0.
Valid Usage (Implicit)

- VUID-VkCopyImageToMemoryInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_IMAGE_TO_MEMORY_INFO_EXT

- VUID-VkCopyImageToMemoryInfoEXT-pNext-pNext
  pNext must be NULL

- VUID-VkCopyImageToMemoryInfoEXT-flags-parameter
  flags must be a valid combination of VkHostImageCopyFlagBitsEXT values

- VUID-VkCopyImageToMemoryInfoEXT-srcImage-parameter
  srcImage must be a valid VkImage handle

- VUID-VkCopyImageToMemoryInfoEXT-srcImageLayout-parameter
  srcImageLayout must be a valid VkImageLayout value

- VUID-VkCopyImageToMemoryInfoEXT-pRegions-parameter
  pRegions must be a valid pointer to an array of regionCount valid
  VkImageToMemoryCopyEXT structures

- VUID-VkCopyImageToMemoryInfoEXT-regionCount-arraylength
  regionCount must be greater than 0

Each element of VkCopyImageToMemoryInfoEXT::pRegions is a structure defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkImageToMemoryCopyEXT {
    VkStructureType sType;
    const void* pNext;
    void* pHostPointer;
    uint32_t memoryRowLength;
    uint32_t memoryImageHeight;
    VkImageSubresourceLayers imageSubresource;
    VkOffset3D imageOffset;
    VkExtent3D imageExtent;
} VkImageToMemoryCopyEXT;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pHostPointer** is the host memory address which is the destination of the copy.
- **memoryRowLength** and **memoryImageHeight** specify in texels a subregion of a larger two- or three-dimensional image in host memory, and control the addressing calculations. If either of these values is zero, that aspect of the host memory is considered to be tightly packed according to the **imageExtent**.
- **imageSubresource** is a VkImageSubresourceLayers used to specify the specific image subresoures 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 image data.
• **imageExtent** is the size in texels of the image to copy in width, height and depth.

This structure is functionally similar to **VkBufferImageCopy2**, except it defines host memory as the target of copy instead of a buffer. In particular, the same data packing rules and restrictions as that structure apply here as well.

### Valid Usage

- **VUID-VkImageToMemoryCopyEXT-pHostPointer-09066**  
  *pHostPointer* must point to memory that is large enough to contain all memory locations that are accessed according to Buffer and Image Addressing, for each element of *pRegions*

- **VUID-VkImageToMemoryCopyEXT-pRegions-09067**  
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-VkImageToMemoryCopyEXT-memoryRowLength-09101**  
  *memoryRowLength* must be 0, or greater than or equal to the width member of *imageExtent*

- **VUID-VkImageToMemoryCopyEXT-memoryImageHeight-09102**  
  *memoryImageHeight* must be 0, or greater than or equal to the height member of *imageExtent*

- **VUID-VkImageToMemoryCopyEXT-aspectMask-09103**  
The *aspectMask* member of *imageSubresource* must only have a single bit set

- **VUID-VkImageToMemoryCopyEXT-imageExtent-06659**  
  *imageExtent.width* must not be 0

- **VUID-VkImageToMemoryCopyEXT-imageExtent-06660**  
  *imageExtent.height* must not be 0

- **VUID-VkImageToMemoryCopyEXT-imageExtent-06661**  
  *imageExtent.depth* must not be 0

### Valid Usage (Implicit)

- **VUID-VkImageToMemoryCopyEXT-sType-sType**  
  *sType* must be VK_STRUCTURE_TYPE_IMAGE_TO_MEMORY_COPY_EXT

- **VUID-VkImageToMemoryCopyEXT-pNext-pNext**  
  *pNext* must be NULL

- **VUID-VkImageToMemoryCopyEXT-pHostPointer-parameter**  
  *pHostPointer* must be a pointer value

- **VUID-VkImageToMemoryCopyEXT-imageSubresource-parameter**  
  *imageSubresource* must be a valid *VkImageSubresourceLayers* structure

Bits which **can** be set in **VkCopyMemoryToImageInfoEXT::flags**, **VkCopyImageToMemoryInfoEXT::flags**, and **VkCopyImageToImageInfoEXT::flags**, specifying additional copy parameters are:
```c
// Provided by VK_EXT_host_image_copy
typedef enum VkHostImageCopyFlagBitsEXT {
    VK_HOST_IMAGE_COPY_MEMCPY_EXT = 0x00000001,
} VkHostImageCopyFlagBitsEXT;
```

- **VK_HOST_IMAGE_COPY_MEMCPY_EXT** specifies that no memory layout swizzling is to be applied during data copy. For copies between memory and images, this flag indicates that image data in host memory is swizzled in exactly the same way as the image data on the device. Using this flag indicates that the implementations may use a simple memory copy to transfer the data between the host memory and the device memory. The format of the swizzled data in host memory is platform dependent and is not defined in this specification.

```c
// Provided by VK_EXT_host_image_copy
typedef VkFlags VkHostImageCopyFlagsEXT;
```

**VkHostImageCopyFlagsEXT** is a bitmask type for setting a mask of zero or more **VkHostImageCopyFlagBitsEXT**.

To copy data from an image object to another image object using the host, call:

```c
// Provided by VK_EXT_host_image_copy
VkResult vkCopyImageToImageEXT(
    VkDevice device,
    const VkCopyImageToImageInfoEXT* pCopyImageToImageInfo);
```

- **device** is the device which owns `pCopyImageToMemoryInfo->srcImage`.
- **pCopyImageToImageInfo** is a pointer to a **VkCopyImageToImageInfoEXT** structure describing the copy parameters.

This command is functionally similar to **vkCmdCopyImage2**, except it is executed on the host.

### Valid Usage

- **VUID-vkCopyImageToImageEXT-hostImageCopy-09068**
  The **hostImageCopy** feature must be enabled

### Valid Usage (Implicit)

- **VUID-vkCopyImageToImageEXT-device-parameter**
  **device** must be a valid **VkDevice** handle

- **VUID-vkCopyImageToImageEXT-pCopyImageToImageInfo-parameter**
  **pCopyImageToImageInfo** must be a valid pointer to a valid **VkCopyImageToImageInfoEXT** structure
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_INITIALIZATION_FAILED
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY
• VK_ERROR_MEMORY_MAP_FAILED

The VkCopyImageToImageInfoEXT structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkCopyImageToImageInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkHostImageCopyFlagsEXT flags;
    VkImage srcImage;
    VkImageLayout srcImageLayout;
    VkImage dstImage;
    VkImageLayout dstImageLayout;
    uint32_t regionCount;
    const VkImageCopy2* pRegions;
} VkCopyImageToImageInfoEXT;
```

• **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 VkHostImageCopyFlagBitsEXT values describing additional copy parameters.
• **srcImage** is the source image.
• **srcImageLayout** is the layout of the source image subresources for the copy.
• **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 VkImageCopy2 structures specifying the regions to copy.

vkCopyImageToImageEXT does not check whether the device memory associated with srcImage or dstImage is currently in use before performing the copy. The application must guarantee that any previously submitted command that writes to the copy regions has completed before the host performs the copy.
Valid Usage

- VUID-VkCopyImageToImageInfoEXT-srcImage-09069
  srcImage and dstImage must have been created with identical image creation parameters.

- VUID-VkCopyImageToImageInfoEXT-srcImage-09109
  If srcImage is sparse then all memory ranges accessed by the copy command must be bound as described in Binding Resource Memory.

- VUID-VkCopyImageToImageInfoEXT-srcImage-09111
  If the stencil aspect of srcImage is accessed, and srcImage was not created with separate stencil usage, srcImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageCreateInfo::usage.

- VUID-VkCopyImageToImageInfoEXT-srcImage-09112
  If the stencil aspect of srcImage is accessed, and srcImage was created with separate stencil usage, srcImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageStencilUsageCreateInfo::stencilUsage.

- VUID-VkCopyImageToImageInfoEXT-srcImage-09113
  If non-stencil aspects of srcImage are accessed, srcImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageCreateInfo::usage.

- VUID-VkCopyImageToImageInfoEXT-srcOffset-09114
  If flags contains VK_HOST_IMAGE_COPY_MEMCPY_EXT, the x, y, and z members of the srcOffset member of each element of pRegions must be 0.

- VUID-VkCopyImageToImageInfoEXT-srcImage-09115
  If flags contains VK_HOST_IMAGE_COPY_MEMCPY_EXT, the extent member of each element of pRegions must equal the extents of srcImage identified by srcSubresource.

- VUID-VkCopyImageToImageInfoEXT-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-VkCopyImageToImageInfoEXT-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-VkCopyImageToImageInfoEXT-srcSubresource-07968
  If srcSubresource.layerCount is not VK_REMAINING_ARRAY LAYERS, 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-VkCopyImageToImageInfoEXT-srcSubresource-07970
  The image region specified by each element of pRegions must be contained within the specified srcSubresource of srcImage.

- VUID-VkCopyImageToImageInfoEXT-srcSubresource-07971
  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 \( pRegions \), \( srcOffset.x \) 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 \( srcImage \).

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 \( srcImage \) is of type \( VK_IMAGE_TYPE_3D \), for each element of \( pRegions \),
srcSubresource.baseArrayLayer must be 0 and srcSubresource.layerCount must be 1

- VUID-VkCopyImageToImageInfoEXT-dstImage-09109
  If dstImage is sparse then all memory ranges accessed by the copy command must be bound as described in Binding Resource Memory

- VUID-VkCopyImageToImageInfoEXT-dstImage-09111
  If the stencil aspect of dstImage is accessed, and dstImage was not created with separate stencil usage, dstImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageCreateInfo::usage

- VUID-VkCopyImageToImageInfoEXT-dstImage-09112
  If the stencil aspect of dstImage is accessed, and dstImage was created with separate stencil usage, dstImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageStencilUsageCreateInfo::stencilUsage

- VUID-VkCopyImageToImageInfoEXT-dstImage-09113
  If non-stencil aspects of dstImage are accessed, dstImage must have been created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT set in VkImageCreateInfo::usage

- VUID-VkCopyImageToImageInfoEXT-dstImage-09114
  If flags contains VK_HOST_IMAGE_COPY_MEMCPY_EXT, the x, y, and z members of the dstOffset member of each element of pRegions must be 0

- VUID-VkCopyImageToImageInfoEXT-dstImage-09115
  If flags contains VK_HOST_IMAGE_COPY_MEMCPY_EXT, the extent member of each element of pRegions must equal the extents of dstImage identified by dstSubresource

- VUID-VkCopyImageToImageInfoEXT-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-VkCopyImageToImageInfoEXT-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-VkCopyImageToImageInfoEXT-dstSubresource-07968
  If dstSubresource.layerCount is not VK_REMAINING_ARRAY_LAYERS, 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-VkCopyImageToImageInfoEXT-dstSubresource-07970
  The image region specified by each element of pRegions must be contained within the specified dstSubresource of dstImage

- VUID-VkCopyImageToImageInfoEXT-dstSubresource-07971
  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-VkCopyImageToImageInfoEXT-dstSubresource-07972
  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-VkCopyImageToImageInfoEXT-dstImage-07979
  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-VkCopyImageToImageInfoEXT-dstOffset-09104
  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`

- VUID-VkCopyImageToImageInfoEXT-dstImage-07980
  If `dstImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `dstOffset.z` must be 0 and `extent.depth` must be 1

- VUID-VkCopyImageToImageInfoEXT-dstImage-07274
  For each element of `pRegions`, `dstOffset.x` must be a multiple of the texel block extent width of the `VkFormat` of `dstImage`

- VUID-VkCopyImageToImageInfoEXT-dstImage-07275
  For each element of `pRegions`, `dstOffset.y` must be a multiple of the texel block extent height of the `VkFormat` of `dstImage`

- VUID-VkCopyImageToImageInfoEXT-dstImage-07276
  For each element of `pRegions`, `dstOffset.z` must be a multiple of the texel block extent depth of the `VkFormat` of `dstImage`

- VUID-VkCopyImageToImageInfoEXT-dstImage-00207
  For each element of `pRegions`, if the sum of `dstOffset.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-VkCopyImageToImageInfoEXT-dstImage-00208
  For each element of `pRegions`, if the sum of `dstOffset.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-VkCopyImageToImageInfoEXT-dstImage-00209
  For each element of `pRegions`, if the sum of `dstOffset.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-VkCopyImageToImageInfoEXT-dstSubresource-09105
  For each element of `pRegions`, `dstSubresource.aspectMask` must specify aspects present in `dstImage`

- VUID-VkCopyImageToImageInfoEXT-dstSubresource-07981
  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-VkCopyImageToImageInfoEXT-dstImage-07983
  If `dstImage` is of type `VK_IMAGE_TYPE_3D`, for each element of `pRegions`, `dstSubresource.baseArrayLayer` must be 0 and `dstSubresource.layerCount` must be 1

- VUID-VkCopyImageToImageInfoEXT-srcImageLayout-09070
**srcImageLayout** must specify the current layout of the image subresources of **srcImage** specified in **pRegions**

- **VUID-VkCopyImageToImageInfoEXT-dstImageLayout-09071**
  **dstImageLayout** must specify the current layout of the image subresources of **dstImage** specified in **pRegions**

- **VUID-VkCopyImageToImageInfoEXT-srcImageLayout-09072**
  **srcImageLayout** must be one of the image layouts returned in `VkPhysicalDeviceHostImageCopyPropertiesEXT::pCopySrcLayouts`

- **VUID-VkCopyImageToImageInfoEXT-dstImageLayout-09073**
  **dstImageLayout** must be one of the image layouts returned in `VkPhysicalDeviceHostImageCopyPropertiesEXT::pCopyDstLayouts`

**Valid Usage (Implicit)**

- **VUID-VkCopyImageToImageInfoEXT-sType-sType**
  **sType** must be `VK_STRUCTURE_TYPE_COPY_IMAGE_TO_IMAGE_INFO_EXT`

- **VUID-VkCopyImageToImageInfoEXT-pNext-pNext**
  **pNext** must be **NULL**

- **VUID-VkCopyImageToImageInfoEXT-flags-parameter**
  **flags** must be a valid combination of `VkHostImageCopyFlagBitsEXT` values

- **VUID-VkCopyImageToImageInfoEXT-srcImage-parameter**
  **srcImage** must be a valid `VkImage` handle

- **VUID-VkCopyImageToImageInfoEXT-srcImageLayout-parameter**
  **srcImageLayout** must be a valid `VkImageLayout` value

- **VUID-VkCopyImageToImageInfoEXT-dstImage-parameter**
  **dstImage** must be a valid `VkImage` handle

- **VUID-VkCopyImageToImageInfoEXT-dstImageLayout-parameter**
  **dstImageLayout** must be a valid `VkImageLayout` value

- **VUID-VkCopyImageToImageInfoEXT-pRegions-parameter**
  **pRegions** must be a valid pointer to an array of `regionCount` valid `VkImageCopy2` structures

- **VUID-VkCopyImageToImageInfoEXT-regionCount-arraylength**
  **regionCount** must be greater than 0

- **VUID-VkCopyImageToImageInfoEXT-commonparent**
  Both of **dstImage**, and **srcImage** must have been created, allocated, or retrieved from the same **VkDevice**

### 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:
// 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:

  \[
  u_{\text{base}} = i + \frac{1}{2} \\
  v_{\text{base}} = j + \frac{1}{2} \\
  w_{\text{base}} = k + \frac{1}{2}
  \]

- These base coordinates are then offset by the first destination offset:

  \[
  u_{\text{offset}} = u_{\text{base}} - x_{\text{dst0}} \\
  v_{\text{offset}} = v_{\text{base}} - y_{\text{dst0}}
  \]
\[ w_{\text{offset}} = w_{\text{base}} - z_{\text{dst0}} \]

\[ a_{\text{offset}} = a - \text{baseArrayCount}_{\text{dst}} \]

- The scale is determined from the source and destination regions, and applied to the offset coordinates:

\[ \text{scale}_u = \frac{x_{\text{src1}} - x_{\text{src0}}}{x_{\text{dst1}} - x_{\text{dst0}}} \]

\[ \text{scale}_v = \frac{y_{\text{src1}} - y_{\text{src0}}}{y_{\text{dst1}} - y_{\text{dst0}}} \]

\[ \text{scale}_w = \frac{z_{\text{src1}} - z_{\text{src0}}}{z_{\text{dst1}} - z_{\text{dst0}}} \]

\[ u_{\text{scaled}} = u_{\text{offset}} \times \text{scale}_u \]

\[ v_{\text{scaled}} = v_{\text{offset}} \times \text{scale}_v \]

\[ w_{\text{scaled}} = w_{\text{offset}} \times \text{scale}_w \]

- Finally the source offset is added to the scaled coordinates, to determine the final unnormalized coordinates used to sample from \( \text{srcImage} \):

\[ u = u_{\text{scaled}} + x_{\text{src0}} \]

\[ v = v_{\text{scaled}} + y_{\text{src0}} \]

\[ w = w_{\text{scaled}} + z_{\text{src0}} \]

\[ q = \text{mipLevel} \]

\[ a = a_{\text{offset}} + \text{baseArrayCount}_{\text{src}} \]

These coordinates are used to sample from the source image, as described in Image Operations chapter, with the filter mode equal to that of \text{filter}, a mipmap mode of \text{VK_SAMPLER_MIPMAP_MODE_NEAREST} and an address mode of \text{VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE}. Implementations must clamp at the edge of the source image, and may additionally clamp to the
Blits are done layer by layer starting with the `baseArrayLayer` member of `srcSubresource` for the source and `dstSubresource` for the destination. `layerCount` layers are blitted to the destination image.

When blitting 3D textures, slices in the destination region bounded by `dstOffsets[0].z` and `dstOffsets[1].z` are sampled from slices in the source region bounded by `srcOffsets[0].z` and `srcOffsets[1].z`. If the `filter` parameter is `VK_FILTER_LINEAR` then the value sampled from the source image is taken by doing linear filtering using the interpolated `z` coordinate represented by `w` in the previous equations. If the `filter` parameter is `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 can only be converted to other integer formats with the same signedness.
- No format conversion is supported between depth/stencil images. The formats 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
The source region specified by each element of \( p\text{Regions} \) must be a region that is contained within \( \text{srcImage} \).

The destination region specified by each element of \( p\text{Regions} \) must be a region that is contained within \( \text{dstImage} \).

The union of all destination regions, specified by the elements of \( p\text{Regions} \), must not overlap in memory with any texel that may be sampled during the blit operation.

The format features of \( \text{srcImage} \) must contain \( \text{VK_FORMAT_FEATURE_BLIT_SRC_BIT} \).

\( \text{srcImage} \) must not use a format that requires a sampler YCbCr conversion.

\( \text{srcImage} \) must have been created with \( \text{VK_IMAGE_USAGE_TRANSFER_SRC_BIT} \) usage flag.

If \( \text{srcImage} \) is non-sparse then it must be bound completely and contiguously to a single \( \text{VkDeviceMemory} \) object.

\( \text{srcImageLayout} \) must specify the layout of the image subresources of \( \text{srcImage} \) specified in \( p\text{Regions} \) at the time this command is executed on a \( \text{VkDevice} \).

\( \text{srcImageLayout} \) must be \( \text{VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR} \), \( \text{VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_GENERAL} \).

If \( \text{srcImage} \) and \( \text{dstImage} \) are the same, and an elements of \( p\text{Regions} \) contains the \( \text{srcSubresource} \) and \( \text{dstSubresource} \) with matching \( \text{mipLevel} \) and overlapping array layers, then the \( \text{srcImageLayout} \) and \( \text{dstImageLayout} \) must be \( \text{VK_IMAGE_LAYOUT_GENERAL} \) or \( \text{VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR} \).

The format features of \( \text{dstImage} \) must contain \( \text{VK_FORMAT_FEATURE_BLIT_DST_BIT} \).

\( \text{dstImage} \) must not use a format that requires a sampler YCbCr conversion.

\( \text{dstImage} \) must have been created with \( \text{VK_IMAGE_USAGE_TRANSFER_DST_BIT} \) usage flag.

If \( \text{dstImage} \) is non-sparse then it must be bound completely and contiguously to a single \( \text{VkDeviceMemory} \) object.

\( \text{dstImageLayout} \) must specify the layout of the image subresources of \( \text{dstImage} \) specified in \( p\text{Regions} \) at the time this command is executed on a \( \text{VkDevice} \).
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-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
  If srcSubresource.layerCount is not VK_REMAINING_ARRAY_LAYERS, 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
  If destSubresource.layerCount is not VK_REMAINING_ARRAY_LAYERS, 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
For each element of `pRegions`, `dstSubresource.aspectMask` must specify aspects present in `dstImage`.

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`.

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`.

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.

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`.

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.

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`.

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`.

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.

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`.

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-videocoding  
  This command must only be called outside of a video coding scope

- 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</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**
  If neither of the `layerCount` members of `srcSubresource` or `dstSubresource` are `VK_REMAINING_ARRAY_LAYERS`, the `layerCount` members of `srcSubresource` or `dstSubresource` must match.
- **VUID-VkImageBlit-layerCount-08801**
  If one of the `layerCount` members of `srcSubresource` or `dstSubresource` is `VK_REMAINING_ARRAY_LAYERS`, the other member must be either `VK_REMAINING_ARRAY_LAYERS` or equal to the `arrayLayers` member of the `VkImageCreateInfo` used to create the image minus `baseArrayLayer`.

### 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_VERSION_1_3  
void vkCmdBlitImage2(
    VkCommandBuffer commandBuffer,  
    const VkBlitImageInfo2* pBlitImageInfo);
```

or the equivalent command

```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
- VUID-vkCmdBlitImage2-videocoding
  This command **must** only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkBlitImageInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_3
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 sampler Y’CbCr conversion

• VUID-VkBlitImageInfo2-srcImage-00219  
  **srcImage** must have been created with **VK_IMAGE_USAGE_TRANSFER_SRC_BIT** usage flag

• VUID-VkBlitImageInfo2-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-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\textsubscript{C}C\textsubscript{B}C\textsubscript{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\_LAYOUT\_GENERAL

• 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-srcImage-00233
srcImage must have been created with a samples value of VK\_SAMPLE\_COUNT\_1\_BIT

• 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-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-VkBlitImageInfo2-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-VkBlitImageInfo2-srcSubresource-01707
If srcSubresource.layerCount is not VK\_REMAINING\_ARRAY\_LAYERS, 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
If `srcSubresource.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `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 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.

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`, `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`.

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`.

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.

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`.

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.

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`.

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`.

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-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-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:
// Provided by VK_VERSION_1_3

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
  If neither of the layerCount members of srcSubresource or dstSubresource are VK_REMAINING_ARRAY LAYERS, the layerCount members of srcSubresource or dstSubresource must match

• VUID-VkImageBlit2-layerCount-08801
  If one of the layerCount members of srcSubresource or dstSubresource is VK_REMAINING_ARRAY LAYERS, the other member must be either VK_REMAINING_ARRAY LAYERS or equal to the arrayLayers member of the VkImageCreateInfo used to create the image minus baseArrayLayer
Valid Usage (Implicit)

- VUID-VkImageBlit2-sType-sType
  
  **sType must be** `VK_STRUCTURE_TYPE_IMAGE_BLIT_2`

- VUID-VkImageBlit2-pNext-pNext
  
  **pNext must be** `NULL`

- VUID-VkImageBlit2-srcSubresource-parameter
  
  **srcSubresource must be** a valid `VkImageSubresourceLayers` structure

- VUID-VkImageBlit2-dstSubresource-parameter
  
  **dstSubresource must be** a valid `VkImageSubresourceLayers` structure

19.5. Resolving Multisample Images

To resolve a multisample color image to a non-multisample color image, call:

```c
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 $\text{baseArrayLayer}$ member of $\text{srcSubresource}$ for the source and $\text{dstSubresource}$ for the destination. $\text{layerCount}$ layers are resolved to the destination image.

### Valid Usage

- **VUID-vkCmdResolveImage-commandBuffer-01837**
  
  If $\text{commandBuffer}$ is an unprotected command buffer and $\text{protectedNoFault}$ is not supported, $\text{srcImage}$ must not be a protected image.

- **VUID-vkCmdResolveImage-commandBuffer-01838**
  
  If $\text{commandBuffer}$ is an unprotected command buffer and $\text{protectedNoFault}$ is not supported, $\text{dstImage}$ must not be a protected image.

- **VUID-vkCmdResolveImage-commandBuffer-01839**
  
  If $\text{commandBuffer}$ is a protected command buffer and $\text{protectedNoFault}$ is not supported, $\text{dstImage}$ 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 $\text{pRegions}$, must not overlap in memory.

- **VUID-vkCmdResolveImage-srcImage-00256**
  
  If $\text{srcImage}$ is non-sparse then it must be bound completely and contiguously to a single $\text{VkDeviceMemory}$ object.

- **VUID-vkCmdResolveImage-srcImage-00257**
  
  $\text{srcImage}$ must have a sample count equal to any valid sample count value other than $\text{VK_SAMPLE_COUNT_1_BIT}$.

- **VUID-vkCmdResolveImage-dstImage-00258**
  
  If $\text{dstImage}$ is non-sparse then it must be bound completely and contiguously to a single $\text{VkDeviceMemory}$ object.

- **VUID-vkCmdResolveImage-dstImage-00259**
  
  $\text{dstImage}$ must have a sample count equal to $\text{VK_SAMPLE_COUNT_1_BIT}$.

- **VUID-vkCmdResolveImage-srcImageLayout-00260**
  
  $\text{srcImageLayout}$ must specify the layout of the image subresources of $\text{srcImage}$ specified in $\text{pRegions}$ at the time this command is executed on a $\text{VkDevice}$.

- **VUID-vkCmdResolveImage-dstImageLayout-00262**
  
  $\text{dstImageLayout}$ must specify the layout of the image subresources of $\text{dstImage}$ specified in $\text{pRegions}$ at the time this command is executed on a $\text{VkDevice}$.

- **VUID-vkCmdResolveImage-dstImage-01400**
  
  $\text{srcImageLayout}$ must be $\text{VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR}$, $\text{VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL}$ or $\text{VK_IMAGE_LAYOUT_GENERAL}$.

- **VUID-vkCmdResolveImage-dstImageLayout-01401**
  
  $\text{dstImageLayout}$ must be $\text{VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR}$, $\text{VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL}$ or $\text{VK_IMAGE_LAYOUT_GENERAL}$.

- **VUID-vkCmdResolveImage-dstImage-02003**
The **format features** of dstImage **must** contain **VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT**

- **VUID-vkCmdResolveImage-srcImage-01386**
  srcImage and dstImage **must** have been created with the same image format

- **VUID-vkCmdResolveImage-srcSubresource-01709**
  The srcSubresource.mipLevel member of each element of pRegions **must** be less than the mipLevels specified in VkImageCreateInfo when srcImage was created

- **VUID-vkCmdResolveImage-dstSubresource-01710**
  The dstSubresource.mipLevel member of each element of pRegions **must** be less than the mipLevels specified in VkImageCreateInfo when dstImage was created

- **VUID-vkCmdResolveImage-srcSubresource-01711**
  If srcSubresource.layerCount is not **VK_REMAINING_ARRAY_LAYERS**, 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-vkCmdResolveImage-dstSubresource-01712**
  If dstSubresource.layerCount is not **VK_REMAINING_ARRAY_LAYERS**, 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-vkCmdResolveImage-srcImage-04446**
  If dstImage is of type **VK_IMAGE_TYPE_3D**, then for each element of pRegions, srcSubresource.layerCount **must** be 1

- **VUID-vkCmdResolveImage-srcImage-04447**
  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-vkCmdResolveImage-srcOffset-00269**
  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-vkCmdResolveImage-srcOffset-00270**
  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

- **VUID-vkCmdResolveImage-srcImage-00271**
  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

- **VUID-vkCmdResolveImage-srcOffset-00272**
  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

- **VUID-vkCmdResolveImage-srcImage-00273**
  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`.

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.

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`.

If `dstImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `dstOffset.z` **must** be 0 and `extent.depth` **must** be 1.

`srcImage` **must** have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` usage flag.

The `format features` of `srcImage` **must** contain `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT`.

`dstImage` **must** have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag.

The `format features` of `dstImage` **must** contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`.

Valid Usage (Implicit)

- **VUID-vkCmdResolveImage-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdResolveImage-srcImage-parameter**
  `srcImage` **must** be a valid `VkImage` handle.

- **VUID-vkCmdResolveImage-srcImageLayout-parameter**
  `srcImageLayout` **must** be a valid `VkImageLayout` value.

- **VUID-vkCmdResolveImage-dstImage-parameter**
  `dstImage` **must** be a valid `VkImage` handle.

- **VUID-vkCmdResolveImage-dstImageLayout-parameter**
  `dstImageLayout` **must** be a valid `VkImageLayout` value.

- **VUID-vkCmdResolveImage-pRegions-parameter**
  `pRegions` **must** be a valid pointer to an array of `regionCount` valid `VkImageResolve` structures.
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary, Secondary</td>
<td>Outside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
</tbody>
</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*.

**Valid Usage**

- VUID-VkImageResolve-aspectMask-00266
  The **aspectMask** member of **srcSubresource** and **dstSubresource** **must** only contain **VK_IMAGE_ASPECT_COLOR_BIT**
- VUID-VkImageResolve-layerCount-08803
  If neither of the **layerCount** members of **srcSubresource** or **dstSubresource** are **VK_REMAINING_ARRAY_LAYERS**, the **layerCount** member of **srcSubresource** and **dstSubresource** **must** match
- VUID-VkImageResolve-layerCount-08804
  If one of the **layerCount** members of **srcSubresource** or **dstSubresource** is **VK_REMAINING_ARRAY_LAYERS**, the other member **must** be either **VK_REMAINING_ARRAY_LAYERS** or equal to the **arrayLayers** member of the **VkImageCreateInfo** used to create the image minus **baseArrayLayer**

**Valid Usage (Implicit)**

- VUID-VkImageResolve-srcSubresource-parameter
  **srcSubresource** **must** be a valid **VkImageSubresourceLayers** structure
- VUID-VkImageResolve-dstSubresource-parameter
  **dstSubresource** **must** be a valid **VkImageSubresourceLayers** structure

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_VERSION_1_3
void vkCmdResolveImage2(
    VkCommandBuffer commandBuffer,
    const VkResolveImageInfo2* pResolveImageInfo);
```

or the equivalent command

```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**

- VUID-vkCmdResolveImage2-commandBuffer-01837
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcImage` must not be a protected image

- VUID-vkCmdResolveImage2-commandBuffer-01838
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstImage` must not be a protected image

- VUID-vkCmdResolveImage2-commandBuffer-01839
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstImage` must not be an unprotected image

**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

- VUID-vkCmdResolveImage2-videocoding
  This command must only be called outside of a video coding scope

**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 `VkResolveImageInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_3
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

```c
// Provided by VK_KHR_copy_commands2
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
If \textit{srcImage} is non-sparse then it \textbf{must} be bound completely and contiguously to a single \texttt{VkDeviceMemory} object.

\textit{srcImage} \textbf{must} have a sample count equal to any valid sample count value other than \texttt{VK_SAMPLE_COUNT_1_BIT}.

If \textit{dstImage} is non-sparse then it \textbf{must} be bound completely and contiguously to a single \texttt{VkDeviceMemory} object.

\textit{dstImage} \textbf{must} have a sample count equal to \texttt{VK_SAMPLE_COUNT_1_BIT}.

\textit{srcImage} and \textit{dstImage} \textbf{must} have been created with the same image format.

The \textit{format features} of \textit{dstImage} \textbf{must} contain \texttt{VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT}.

The \textit{srcSubresource.mipLevel} member of each element of \textit{pRegions} \textbf{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} \textbf{must} be less than the \textit{mipLevels} specified in \texttt{VkImageCreateInfo} when \textit{dstImage} was created.

If \textit{srcSubresource.layerCount} is not \texttt{VK_REMAINING_ARRAY_LAYERS}, \textit{srcSubresource.baseArrayLayer + srcSubresource.layerCount} of each element of \textit{pRegions} \textbf{must} be less than or equal to the \textit{arrayLayers} specified in \texttt{VkImageCreateInfo} when \textit{srcImage} was created.

If \textit{dstSubresource.layerCount} is not \texttt{VK_REMAINING_ARRAY_LAYERS}, \textit{dstSubresource.baseArrayLayer + dstSubresource.layerCount} of each element of \textit{pRegions} \textbf{must} be less than or equal to the \textit{arrayLayers} specified in \texttt{VkImageCreateInfo} when \textit{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`.

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.

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`.

If `dstImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `dstOffset.z` must be 0 and `extent.depth` must be 1.
**srcImage** must have been created with **VK_IMAGE_USAGE_TRANSFER_SRC_BIT** usage flag

- VUID-VkResolveImageInfo2-srcImage-06763
  The format features of **srcImage** must contain **VK_FORMAT_FEATURE_TRANSFER_SRC_BIT**

- VUID-VkResolveImageInfo2-dstImage-06764
  **dstImage** must have been created with **VK_IMAGE_USAGE_TRANSFER_DST_BIT** usage flag

- VUID-VkResolveImageInfo2-dstImage-06765
  The format features of **dstImage** must contain **VK_FORMAT_FEATURE_TRANSFER_DST_BIT**

**Valid Usage (Implicit)**

- VUID-VkResolveImageInfo2-sType-sType
  **sType** must be **VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2**

- VUID-VkResolveImageInfo2-pNext-pNext
  **pNext** must be **NULL**

- VUID-VkResolveImageInfo2-srcImage-parameter
  **srcImage** must be a valid **VkImage** handle

- VUID-VkResolveImageInfo2-srcImageLayout-parameter
  **srcImageLayout** must be a valid **VkImageLayout** value

- VUID-VkResolveImageInfo2-dstImage-parameter
  **dstImage** must be a valid **VkImage** handle

- VUID-VkResolveImageInfo2-dstImageLayout-parameter
  **dstImageLayout** must be a valid **VkImageLayout** value

- VUID-VkResolveImageInfo2-pRegions-parameter
  **pRegions** must be a valid pointer to an array of **regionCount** valid **VkImageResolve2** structures

- VUID-VkResolveImageInfo2-regionCount-arraylength
  **regionCount** must be greater than 0

- VUID-VkResolveImageInfo2-commonparent
  Both of **dstImage**, and **srcImage** must have been created, allocated, or retrieved from the same **VkDevice**

The **VkImageResolve2** structure is defined as:
or the equivalent

```
// 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**
  If neither of the `layerCount` members of `srcSubresource` or `dstSubresource` are `VK_REMAINING_ARRAY_LAYERS`, the `layerCount` member of `srcSubresource` and `dstSubresource` must match

- **VUID-VkImageResolve2-layerCount-08804**
  If one of the `layerCount` members of `srcSubresource` or `dstSubresource` is `VK_REMAINING_ARRAY_LAYERS`, the other member must be either `VK_REMAINING_ARRAY_LAYERS` or equal to the `arrayLayers` member of the `VkImageCreateInfo` used to create the image minus `baseArrayLayer`

## 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
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, or if the *shaderObject* feature is enabled, any *shader objects* bound to graphics stages. A graphics pipeline or a combination of one or more graphics shader objects 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*:

```c
// 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 *vkCmdBindIndexBuffer2KHR* or *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 VK_FALSE

• VUID-VkPipelineInputAssemblyStateCreateInfo-topology-06253
  If topology is VK_PRIMITIVE_TOPOLOGY_PATCH_LIST, primitiveRestartEnable must be VK_FALSE

• VUID-VkPipelineInputAssemblyStateCreateInfo-topology-00429
  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

• VUID-VkPipelineInputAssemblyStateCreateInfo-topology-00430
  If the tessellationShader feature is not enabled, topology must not be
  VK_PRIMITIVE_TOPOLOGY_PATCH_LIST

• VUID-VkPipelineInputAssemblyStateCreateInfo-triangleFans-04452
  If the VK_KHR_portability_subset extension is enabled, and
  VkPhysicalDevicePortabilitySubsetFeaturesKHR::triangleFans is VK_FALSE, topology must
  not be VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN

Valid Usage (Implicit)

• VUID-VkPipelineInputAssemblyStateCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_INPUT_ASSEMBLY_STATE_CREATE_INFO

• VUID-VkPipelineInputAssemblyStateCreateInfo-pNext-pNext
  pNext must be NULL

• VUID-VkPipelineInputAssemblyStateCreateInfo-flags-zerobitmask
  flags must be 0

• VUID-VkPipelineInputAssemblyStateCreateInfo-topology-parameter
  topology must be a valid VkPrimitiveTopology value

// Provided by VK_VERSION_1_0
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:

// Provided by VK_VERSION_1_3
void vkCmdSetPrimitiveRestartEnable(
  VkCommandBuffer   commandBuffer,
  VkBool32          primitiveRestartEnable);
or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 `shaderObject` feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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
- **VUID-vkCmdSetPrimitiveRestartEnable-videocoding**
  This command **must** only be called outside of a video coding scope

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally
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. If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::triangleFans` is `VK_FALSE`, then triangle fans are...
not supported by the implementation, and `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN` must not be used.

- `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>
<tr>
<td>![red dot]</td>
<td>Provoking Vertex</td>
<td>Provoking vertex within the main primitive. The tail is angled towards the relevant primitive. Used in flat shading.</td>
</tr>
<tr>
<td></td>
<td>Primitive Edge</td>
<td>An edge connecting the points of a main primitive.</td>
</tr>
<tr>
<td></td>
<td>Adjacency Edge</td>
<td>Points connected by these lines do not contribute to a main primitive, and are only accessible in a geometry shader.</td>
</tr>
<tr>
<td>![triangle]</td>
<td>Winding Order</td>
<td>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.</td>
</tr>
</tbody>
</table>

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_VERSION_1_3
void vkCmdSetPrimitiveTopology(
    VkCommandBuffer commandBuffer,
    VkPrimitiveTopology primitiveTopology);
```

or the equivalent command
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 drawing using shader objects, or 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 `shaderObject` feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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
- VUID-vkCmdSetPrimitiveTopology-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations
- VUID-vkCmdSetPrimitiveTopology-videocoding
  This command must only be called outside of a video coding scope

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized
20.1.1. Topology Class

The primitive topologies are grouped into the following topology classes:

Table 25. 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 vertexCount.
20.1.3. Line Lists

When the primitive topology is `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 \( v_{2i} \).

20.1.4. Line Strips

When the primitive topology is `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 \( v_i \).

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 `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 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 `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 geometry shader.
The number of primitives generated is equal to \( \max(0, \text{vertexCount} - 3) \).

The provoking vertex for \( p_i \) is \( v_{i+1} \).

![Diagram of vertices and edges]

### 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 \( \left\lfloor \text{vertexCount}/6 \right\rfloor \).

The provoking vertex for \( p_i \) is \( v_{6i} \).

![Diagram of vertices and edges]

### 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 \( \left\lfloor \max(0, \text{vertexCount} - 4)/2 \right\rfloor \).

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:

\[
p_i = \{v_{2i}, v_{2i+1}, v_{2i+2}, v_{2i+6}, v_{2i+4}, v_{2i+3}\} \text{ when } i = 0
\]
\[ p_i = \{v_{2i}, v_{2i+3}, v_{2i+4}, v_{2i+5}, v_{2i+6}, v_{2i+2}\} \] when \( i > 0, i < n-1, \) and \( i \% 2 = 1 \)

\[ p_i = \{v_{2i}, v_{2i+3}, v_{2i+2}, v_{2i+4}, v_{2i+6}, v_{2i+3}\} \] when \( i > 0, i < n-1, \) and \( i \% 2 = 0 \)

\[ p_i = \{v_{2i}, v_{2i+3}, v_{2i+4}, v_{2i+5}, v_{2i+2}, v_{2i+3}\} \] when \( i = n-1 \) and \( i \% 2 = 1 \)

\[ p_i = \{v_{2i}, v_{2i+5}, v_{2i+2}, v_{2i+4}, v_{2i+3}\} \] when \( i = n-1 \) 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.

_A 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:

\[
p_i = \{ v_{m_1}, v_{m_1+1}, \ldots, v_{m_1+(m-2)}, v_{m_1+(m-1)} \}
\]

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 \( \lfloor \text{vertexCount}/m \rfloor \).

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
  - vkCmdDrawIndirectCountKHR

- 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
  - vkCmdDrawIndexedIndirectCountKHR

To bind an index buffer to a command buffer, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBindIndexBuffer(
    VkCommandBuffer commandBuffer,      // Provided by VK_VERSION_1_0
    VkBuffer buffer,                    // Provided by VK_VERSION_1_0
    VkDeviceSize offset,                // Provided by VK_VERSION_1_0
    VkIndexType indexType);            // Provided by VK_VERSION_1_0
```

- 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.
If the maintenance feature is enabled, buffer can be VK_NULL_HANDLE.

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-08786
  indexType must not be VK_INDEX_TYPE_NONE_KHR

- 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

- VUID-vkCmdBindIndexBuffer-buffer-09494
  If buffer is VK_NULL_HANDLE, offset must be zero

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-videocoding
  This command must only be called outside of a video coding scope

- 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To bind an index buffer, along with its size, to a command buffer, call:

```c
// Provided by VK_KHR_maintenance5
void vkCmdBindIndexBuffer2KHR(
    VkCommandBuffer commandBuffer,              // commandBuffer is the command buffer into which the command is recorded.
    VkBuffer buffer,                            // buffer is the buffer being bound.
    VkDeviceSize offset,                        // offset is the starting offset in bytes within buffer used in index buffer address calculations.
    VkDeviceSize size,                          // size is the size in bytes of index data bound from buffer.
    VkIndexType indexType);                    // indexType is a VkIndexType value specifying the size of the indices.
```

size specifies the bound size of the index buffer starting from offset. If size is VK_WHOLE_SIZE then the bound size is from offset to the end of the buffer.

If the maintenance6 feature is enabled, buffer can be VK_NULL_HANDLE.

Valid Usage

- VUID-vkCmdBindIndexBuffer2KHR-offset-08782 offset must be less than the size of buffer
- VUID-vkCmdBindIndexBuffer2KHR-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-vkCmdBindIndexBuffer2KHR-buffer-08784
buffer must have been created with the VK_BUFFER_USAGE_INDEX_BUFFER_BIT flag

• VUID-vkCmdBindIndexBuffer2KHR-buffer-08785
  If buffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-vkCmdBindIndexBuffer2KHR-indexType-08786
  indexType must not be VK_INDEX_TYPE_NONE_KHR

• VUID-vkCmdBindIndexBuffer2KHR-indexType-08787
  If indexType is VK_INDEX_TYPE_UINT8_KHR, the indexTypeUint8 feature must be enabled

• VUID-vkCmdBindIndexBuffer2KHR-None-09493
  buffer must not be VK_NULL_HANDLE

• VUID-vkCmdBindIndexBuffer2KHR-buffer-09494
  If buffer is VK_NULL_HANDLE, offset must be zero

• VUID-vkCmdBindIndexBuffer2KHR-size-08767
  If size is not VK_WHOLE_SIZE, size must be a multiple of the size of the type indicated by indexType

• VUID-vkCmdBindIndexBuffer2KHR-size-08768
  If size is not VK_WHOLE_SIZE, the sum of offset and size must be less than or equal to the size of buffer

Valid Usage (Implicit)

• VUID-vkCmdBindIndexBuffer2KHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdBindIndexBuffer2KHR-buffer-parameter
  If buffer is not VK_NULL_HANDLE, buffer must be a valid VkBuffer handle

• VUID-vkCmdBindIndexBuffer2KHR-indexType-parameter
  indexType must be a valid VkIndexType value

• VUID-vkCmdBindIndexBuffer2KHR-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdBindIndexBuffer2KHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

• VUID-vkCmdBindIndexBuffer2KHR-videoencoding
  This command must only be called outside of a video coding scope

• VUID-vkCmdBindIndexBuffer2KHR-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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Possible values of `vkCmdBindIndexBuffer2KHR::indexType` and `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_acceleration_structure
    VK_INDEX_TYPE_NONE_KHR = 1000165000,
    // Provided by VK_KHR_index_type_uint8
    VK_INDEX_TYPE_UINT8_KHR = 1000265000,
} 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_NONE_KHR` specifies that no indices are provided.
- `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:
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`
command, then the image view's format features must contain
VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

• VUID-vkCmdDraw-unnormailzedCoordinates-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-unnormailzedCoordinates-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-None-06479
If a VkImageView is sampled with depth comparison, the image view's format features
must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT

• VUID-vkCmdDraw-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-vkCmdDraw-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-vkCmdDraw-OpTypeImage-07027
For any VkImageView being written as a storage image where the image format field of
the OpTypeImage is Unknown, the view's format features must contain
VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

• VUID-vkCmdDraw-OpTypeImage-07028
For any VkImageView being read as a storage image where the image format field of the
OpTypeImage is Unknown, the view's format features must contain
VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

• VUID-vkCmdDraw-OpTypeImage-07029
For any VkBufferView being written as a storage texel buffer where the image format
field of the OpTypeImage is Unknown, the view's buffer features must contain
VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

• VUID-vkCmdDraw-OpTypeImage-07030
Any VkBufferView being read as a storage texel buffer where the image format field of
the OpTypeImage is Unknown then the view's buffer features must contain
VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

• VUID-vkCmdDraw-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 or the
VkDescriptorSetLayout array used to create the current VkShaderEXT, 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 or the VkDescriptorSetLayout array used to create the current VkShaderEXT, as described in Pipeline Layout Compatibility.

If the maintenance4 feature is not enabled, then 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 or the VkDescriptorSetLayout and VkPushConstantRange arrays used to create the current VkShaderEXT, 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.

If the shaderObject feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command.

If a pipeline is 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 or any VkShaderEXT bound to a stage corresponding 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 shaderObject feature is enabled, either a valid pipeline must be bound to the pipeline bind.
point used by this command, or a valid combination of valid and **VK_NULL_HANDLE** shader objects **must** be bound to every supported shader stage corresponding to the pipeline bind point used by this command

- **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-None-08612**
  If the **robustBufferAccess** feature is not enabled, and any **VkShaderEXT** bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it **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-None-08613**
  If the **robustBufferAccess** feature is not enabled, and any **VkShaderEXT** bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it **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_aC_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_aC_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** created with a format other than **VK_FORMAT_A8_UNORM_KHR** 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 `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction **must** have four components.

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.

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.

Input attachment views accessed in a dynamic render pass with a `InputAttachmentIndex` referenced by `VkRenderingInputAttachmentIndexInfoKHR`, or no `InputAttachmentIndex` if `VkRenderingInputAttachmentIndexInfoKHR: pDepthInputAttachmentIndex` or `VkRenderingInputAttachmentIndexInfoKHR: pStencilInputAttachmentIndex` are NULL, **must** be created with a `VkImageView` that is compatible with the corresponding color, depth, or stencil attachment in `VkRenderingInfo`.

**VUID-vkCmdDraw-OpTypeImage-07468**

**VUID-vkCmdDraw-pDepthInputAttachmentIndex-09595**

**VUID-vkCmdDraw-pDepthInputAttachmentIndex-09596**
Input attachment views accessed in a dynamic render pass via a shader object must have an `InputAttachmentIndex` if both `VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex` and `VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex` are non-NULL.

- **VUID-vkCmdDraw-InputAttachmentIndex-09597**
  If an input attachment view accessed in a dynamic render pass via a shader object has a `InputAttachmentIndex`, the `InputAttachmentIndex` must match an index in `VkRenderingInputAttachmentIndexInfoKHR`.

- **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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  - the `VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_COLOR_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` 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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` 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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_STENCIL_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in any way other than as an attachment by this command.
VK_IMAGE_ASPECT_STENCIL_BIT and

- there is no currently bound graphics pipeline or
- the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT it must not be accessed in any way other than as an attachment by this command

- VUID-vkCmdDraw-None-09003
  If an 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, storage image, or sampled image 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 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 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 in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08617
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to VK_POLYGON_MODE_LINE, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08618
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to
`vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08619**
  If a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, `vkCmdSetLineWidth` must have been called 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` or `vkCmdSetDepthBias2EXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08620**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthBiasEnable` in the current command buffer set `depthBiasEnable` to `VK_TRUE`, `vkCmdSetDepthBias` or `vkCmdSetDepthBias2EXT` must have been called 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 in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08621**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer set any element of `pColorBlendEnables` to `VK_TRUE`, and the most recent call to `vkCmdSetColorBlendEquationEXT` in the current command buffer set the same element of `pColorBlendEquations` to a `VkColorBlendEquationEXT` structure with any `VkBlendFactor` member with a value of `VK_BLEND_FACTOR_CONSTANT_COLOR`, `VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR`, `VK_BLEND_FACTOR_CONSTANT_ALPHA`, or `VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA`, `vkCmdSetBlendConstants` must have been called 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 in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08622**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to...
vkCmdSetDepthBoundsTestEnable in the current command buffer set depthBoundsTestEnable to VK_TRUE, then vkCmdSetDepthBounds must have been called 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 in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08623
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilCompareMask must have been called 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 in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08624
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilWriteMask must have been called 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 in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08625
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilReference must have been called 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-None-07840
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_CULL_MODE
If a shader object is bound to any graphics stage, and the most recent call to 
\texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set 
\texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetCullMode} \textbf{must} have been called in the current command buffer prior to this drawing command

\textbf{VUID-vkCmdDraw-None-08627}

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_FRONT_FACE} dynamic state enabled then \texttt{vkCmdSetFrontFace} \textbf{must} have been called in the current command buffer prior to this drawing command

\textbf{VUID-vkCmdDraw-None-07841}

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE} dynamic state enabled then \texttt{vkCmdSetDepthTestEnable} \textbf{must} have been called in the current command buffer prior to this drawing command

\textbf{VUID-vkCmdDraw-None-08628}

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE} dynamic state enabled then \texttt{vkCmdSetDepthWriteEnable} \textbf{must} have been called in the current command buffer prior to this drawing command

\textbf{VUID-vkCmdDraw-None-07843}

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_COMPARE_OP} dynamic state enabled then \texttt{vkCmdSetDepthCompareOp} \textbf{must} have been called in the current command buffer prior to this drawing command
rasterizerDiscardEnable to VK_FALSE, and the most recent call to
vkCmdSetDepthTestEnable in the current command buffer set depthTestEnable to VK_TRUE,
then vkCmdSetDepthCompareOp must have been called 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
vkCmdSetDepthBoundsTestEnable must have been called in the current command buffer
prior to this drawing command

• VUID-vkCmdDraw-None-08632
If a shader object is bound to any graphics stage, and the depthBounds feature is enabled,
and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command
buffer set rasterizerDiscardEnable to VK_FALSE, then the vkCmdSetDepthBoundsTestEnable
must have been called 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
vkCmdSetStencilTestEnable must have been called in the current command buffer prior
to this drawing command

• VUID-vkCmdDraw-None-08633
If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, then vkCmdSetStencilTestEnable must have been
called 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 vkCmdSetStencilOp must have been called in the current
command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08634
If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, and the most recent call to
vkCmdSetStencilTestEnable and stencilTestEnable to
VK_TRUE, then vkCmdSetStencilOp must have been called 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
vkCmdSetViewportWithCount must have been called in the current command buffer
prior to this drawing command, and the viewportCount parameter of
vkCmdSetViewportWithCount 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 vkCmdSetScissorWithCount must have been called in the current command buffer prior to this drawing command, and the scissorCount parameter of vkCmdSetScissorWithCount 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 vkCmdSetViewportWithCount and vkCmdSetScissorWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must match the scissorCount parameter of vkCmdSetScissorWithCount

• VUID-vkCmdDraw-None-08635
If a shader object is bound to any graphics stage, then both vkCmdSetViewportWithCount and vkCmdSetScissorWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must match the scissorCount parameter of vkCmdSetScissorWithCount

• VUID-vkCmdDraw-None-04876
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE dynamic state enabled then vkCmdSetRasterizerDiscardEnable must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08639
If a shader object is bound to any graphics stage, then vkCmdSetRasterizerDiscardEnable must have been called 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 vkCmdSetDepthBiasEnable must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08640
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthBiasEnable must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-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 vkCmdSetViewportWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must be 1

• VUID-vkCmdDraw-primitiveFragmentShadingRateWithMultipleViewports-08642
If the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, and any
shader object bound to a graphics stage writes to the `PrimitiveShadingRateKHR` built-in, then `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must be 1.

- **VUID-vkCmdDraw-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 `pAttachments` member of `pColorBlendState` must be `VK_FALSE`.

- **VUID-vkCmdDraw-None-08643**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then for each color attachment in the render pass, if the corresponding image view’s format features do not contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`, then the corresponding member of `pColorBlendEnables` in the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer that affected that attachment index must have been `VK_FALSE`.

- **VUID-vkCmdDraw-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-vkCmdDraw-None-08644**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then the most recent call to `vkCmdSetRasterizationSamplesEXT` in the current command buffer must have set `rasterizationSamples` to be the same as the number of samples for the current render pass color and/or depth/stencil attachments.

- **VUID-vkCmdDraw-None-08876**
  If a shader object is bound to any graphics stage, the current render pass instance must have been begun with `vkCmdBeginRendering`.

- **VUID-vkCmdDraw-imageView-06172**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the depth attachment.

- **VUID-vkCmdDraw-imageView-06173**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment.
If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, this command must not write any values to the depth attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, this command must not write any values to the depth attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline must have been created with a `VkPipelineRenderingCreateInfo`::`viewMask` equal to `VkRenderingInfo`::`viewMask`.

If the `dynamicRenderingUnusedAttachments` feature is not enabled and the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline must have been created with a `VkPipelineRenderingCreateInfo`::`colorAttachmentCount` equal to `VkRenderingInfo`::`colorAttachmentCount`.

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound graphics pipeline.

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`.

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`. 
If the `dynamicRenderingUnusedAttachments` feature is enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline, or the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats`, if it exists, must be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDraw-None-07751**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command for each discard rectangle in `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount`.

- **VUID-vkCmdDraw-None-07880**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-rasterizerDiscardEnable-09236**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08648**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-07881**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08649**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.
If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`, the value of the format **must** be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was not `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`, the value of the format **must** be `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was not `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 
If the current render pass instance was begun with \texttt{vkCmdBeginRendering} with a \texttt{VkRenderingInfo::colorAttachmentCount} parameter greater than 0, then each element of the \texttt{VkRenderingInfo::pColorAttachments} array with a \texttt{imageView} not equal to \texttt{VK_NULL_HANDLE} must have been created with a sample count equal to the value of \texttt{rasterizationSamples} for the currently bound graphics pipeline.

If \texttt{VkRenderingInfo::pDepthAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, the value of \texttt{rasterizationSamples} for the currently bound graphics pipeline must be equal to the sample count used to create \texttt{VkRenderingInfo::pDepthAttachment->imageView}.

If \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, the value of \texttt{rasterizationSamples} for the currently bound graphics pipeline must be equal to the sample count used to create \texttt{VkRenderingInfo::pStencilAttachment->imageView}.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the currently bound pipeline must have been created with a \texttt{VkGraphicsPipelineCreateInfo::renderPass} equal to \texttt{VK_NULL_HANDLE}.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the \texttt{VkRenderingInfo::pColorAttachments->imageView} was not \texttt{VK_NULL_HANDLE}, then the corresponding element of \texttt{VkPipelineRenderingCreateInfo::pColorAttachmentFormats} used to create the pipeline must not be \texttt{VK_FORMAT_UNDEFINED}.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the \texttt{VkRenderingInfo::pDepthAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, then the \texttt{VkPipelineRenderingCreateInfo::depthAttachmentFormat} used to create the pipeline must not be \texttt{VK_FORMAT_UNDEFINED}.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, there is a graphics pipeline bound, stencil test is enabled and the \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, then the \texttt{VkPipelineRenderingCreateInfo::stencilAttachmentFormat} used to create the pipeline must not be \texttt{VK_FORMAT_UNDEFINED}.

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT} dynamic state enabled then \texttt{vkCmdSetTessellationDomainOriginEXT} must have been called 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_CLAMP_ENABLE_EXT} dynamic state enabled then...
vkCmdSetDepthClampEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-09237
  If a shader object is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT stage, then vkCmdSetTessellationDomainOriginEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08650
  If the depthClamp feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthClampEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-07621
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_POLYGON_MODE_EXT dynamic state enabled then vkCmdSetPolygonModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08651
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetPolygonModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-07622
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT dynamic state enabled then vkCmdSetRasterizationSamplesEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08652
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetRasterizationSamplesEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-07623
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT dynamic state enabled then vkCmdSetSampleMaskEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08653
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetSampleMaskEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-07624
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled then vkCmdSetAlphaToCoverageEnableEXT must have been called in the current command
buffer prior to this drawing command

- VUID-vkCmdDraw-alphaToCoverageEnable-08919
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` dynamic state enabled, and `alphaToCoverageEnable` was `VK_TRUE` in the last call to `vkCmdSetAlphaToCoverageEnableEXT`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0

- VUID-vkCmdDraw-None-08654
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToCoverageEnableEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-alphaToCoverageEnable-08920
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetAlphaToCoverageEnableEXT` in the current command buffer set `alphaToCoverageEnable` to `VK_TRUE`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0

- VUID-vkCmdDraw-None-07625
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` dynamic state enabled then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08655
  If the `alphaToOne` feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-07626
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT` dynamic state enabled then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08656
  If the `logicOp` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-07627
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDraw-None-08657
If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and both the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE} and there are color attachments bound, then \texttt{vkCmdSetColorBlendEnableEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-07628}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT} dynamic state enabled then \texttt{vkCmdSetColorBlendEquationEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-08658}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetColorBlendEnableEXT} for any attachment set that attachment's value in \texttt{pColorBlendEnables} to \texttt{VK_TRUE}, then \texttt{vkCmdSetColorBlendEquationEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-07629}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT} dynamic state enabled then \texttt{vkCmdSetColorWriteMaskEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-08659}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and both the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE} and there are color attachments bound, then \texttt{vkCmdSetColorWriteMaskEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-07630}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT} dynamic state enabled then \texttt{vkCmdSetRasterizationStreamEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-08660}
  If the \texttt{geometryStreams} feature is enabled, and a shader object is bound to the \texttt{VK_SHADER_STAGE_GEOMETRY_BIT} stage, then \texttt{vkCmdSetRasterizationStreamEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-07633}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetDepthClipEnableEXT} must have been called in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDraw-None-08663}
  If the \texttt{depthClipEnable} feature is enabled, and a shader object is bound to any graphics stage, then \texttt{vkCmdSetDepthClipEnableEXT} must have been called in the current
command buffer prior to this drawing command

• VUID-vkCmdDraw-None-07637
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic state enabled then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08666
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08667
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08668
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-07638
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08669
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-08670
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-08671**
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07849**
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetLineStippleEnableEXT in the current command buffer set stippledLineEnable to VK_TRUE, then vkCmdSetLineStippleEXT must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-pColorBlendEnables-07470**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_KHR dynamic state enabled then vkCmdSetLineStippleKHR must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-08672**
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetLineStippleEnableEXT in the current command buffer set stippledLineEnable to VK_TRUE, then vkCmdSetLineStippleEXT must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-pColorBlendEnables-07470**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_KHR dynamic state enabled and the last call to vkCmdSetColorBlendEnableEXT set pColorBlendEnables for any attachment to VK_TRUE, then for those attachments in the subpass the corresponding image view’s format features must contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT

- **VUID-vkCmdDraw-rasterizationSamples-07471**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must follow the rules for a zero-attachment subpass

- **VUID-vkCmdDraw-samples-07472**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled and the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state disabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the VkPipelineMultisampleStateCreateInfo::rasterizationSamples parameter used to create the bound graphics pipeline

- **VUID-vkCmdDraw-samples-07473**
  If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state and VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT states enabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the rasterizationSamples parameter in the last call to vkCmdSetRasterizationSamplesEXT

- VUID-vkCmdDraw-rasterizationSamples-07474
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and neither the VK_AMD_mixed_attachment_samples nor the VK_NV_framebuffer_mixed_samples extensions are enabled, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must be the same as the current subpass color and/or depth/stencil attachments

- VUID-vkCmdDraw-firstAttachment-07476
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT dynamic state enabled then vkCmdSetColorBlendEnableEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

- VUID-vkCmdDraw-rasterizerDiscardEnable-09417
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetColorBlendEnableEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

- VUID-vkCmdDraw-firstAttachment-07477
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT dynamic state enabled then vkCmdSetColorBlendEquationEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled

- VUID-vkCmdDraw-rasterizerDiscardEnable-09418
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and both the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE and there are color attachments bound, then vkCmdSetColorBlendEquationEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled

- VUID-vkCmdDraw-firstAttachment-07478
  If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT dynamic state enabled then
vkCmdSetColorWriteMaskEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorWriteMaskEXT calls must specify the color write mask for all active color attachments in the current subpass

• VUID-vkCmdDraw-rasterizerDiscardEnable-09419
If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetColorWriteMaskEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorWriteMaskEXT calls must specify the color write mask for all active color attachments in the current subpass

• VUID-vkCmdDraw-primitivesGeneratedQueryWithNonZeroStreams-07481
If the primitivesGeneratedQueryWithNonZeroStreams feature is not enabled and the VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT query is active, and the bound graphics pipeline was created with VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT state enabled, the last call to vkCmdSetRasterizationStreamEXT must have set the rasterizationStream to zero

• VUID-vkCmdDraw-stippledLineEnable-07495
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR, then the stippledRectangularLines feature must be enabled

• VUID-vkCmdDraw-stippledLineEnable-07496
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR, then the stippledBresenhamLines feature must be enabled

• VUID-vkCmdDraw-stippledLineEnable-07497
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR, then the stippledSmoothLines feature must be enabled

• VUID-vkCmdDraw-stippledLineEnable-07498
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR, then the stippledRectangularLines feature must
be enabled and \texttt{VkPhysicalDeviceLimits::strictLines} must be \texttt{VK_TRUE}

- **VUID-vkCmdDraw-None-08877**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT} dynamic state, \texttt{vkCmdSetAttachmentFeedbackLoopEnableEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-None-08684**
  If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_VERTEX_BIT}

- **VUID-vkCmdDraw-None-08685**
  If there is no bound graphics pipeline, and the \texttt{tessellationShader} feature is enabled, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT}

- **VUID-vkCmdDraw-None-08686**
  If there is no bound graphics pipeline, and the \texttt{tessellationShader} feature is enabled, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT}

- **VUID-vkCmdDraw-None-08687**
  If there is no bound graphics pipeline, and the \texttt{geometryShader} feature is enabled, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_GEOMETRY_BIT}

- **VUID-vkCmdDraw-None-08688**
  If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_FRAGMENT_BIT}

- **VUID-vkCmdDraw-None-08698**
  If any graphics shader is bound which was created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag, then all shaders created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag in the same \texttt{vkCreateShadersEXT} call must also be bound.

- **VUID-vkCmdDraw-None-08699**
  If any graphics shader is bound which was created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag, any stages in between stages whose shaders did not create a shader with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag as part of the same \texttt{vkCreateShadersEXT} call must not have any \texttt{VkShaderEXT} bound.

- **VUID-vkCmdDraw-None-08878**
  All bound graphics shader objects must have been created with identical or identically defined push constant ranges.

- **VUID-vkCmdDraw-None-08879**
  All bound graphics shader objects must have been created with identical or identically defined arrays of descriptor set layouts.

- **VUID-vkCmdDraw-None-08880**
  If the \texttt{attachmentFeedbackLoopDynamicState} feature is enabled on the device, and a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and the most recent call
to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAttachmentFeedbackLoopEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDraw-pDynamicStates-08715**
  If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the EarlyFragmentTests execution mode and uses `OpDepthAttachmentReadEXT`, the `depthWriteEnable` parameter in the last call to `vkCmdSetDepthWriteEnable` must be `VK_FALSE`.

- **VUID-vkCmdDraw-pDynamicStates-08716**
  If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the EarlyFragmentTests execution mode and uses `OpStencilAttachmentReadEXT`, the `writeMask` parameter in the last call to `vkCmdSetStencilWriteMask` must be `0`.

- **VUID-vkCmdDraw-None-09116**
  If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`, and the format of any color attachment is `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`, the corresponding element of the `pColorWriteMasks` parameter of `vkCmdSetColorWriteMaskEXT` 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.

- **VUID-vkCmdDraw-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-vkCmdDraw-None-09548**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR` must match the value set for the corresponding element in the currently bound pipeline.

- **VUID-vkCmdDraw-None-09549**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline must match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

- **VUID-vkCmdDraw-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-vkCmdDraw-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-vkCmdDraw-commandBuffer-04617**
  If any of the shader stages of the `VkPipeline` bound to the pipeline bind point used by this command uses the `RayQueryKHR` capability, then commandBuffer must not be a protected command buffer.

- **VUID-vkCmdDraw-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-vkCmdDraw-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-vkCmdDraw-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-vkCmdDraw-None-07842**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveTopology` must have been called 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 and the `dynamicPrimitiveTopologyUnrestricted` is `VK_FALSE`, then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopology` 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, then `vkCmdBindVertexBuffers2EXT` must have been called 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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetVertexInputEXT` must have been called in the current command buffer prior to this draw command.

- **VUID-vkCmdDraw-Input-07939**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then all `Input` variables of the corresponding `Location` in the `Vertex Execution Model OpEntryPoint` must be the same as `VkVertexInputAttributeDescription2EXT::format`.

If a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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.

If a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveRestartEnable` must have been called in the current command buffer prior to this drawing command.

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`, there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveRestartEnable` must be set to `VK_FALSE`.

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 shader objects are used for drawing or 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.
Valid Usage (Implicit)

- VUID-vkCmdDraw-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdDraw-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdDraw-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdDraw-renderpass
  This command must only be called inside of a render pass instance

- VUID-vkCmdDraw-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 vkCmdBindIndexBuffer2KHR::indexType or 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 or vkCmdBindIndexBuffer2KHR, 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_LINEAR_BIT
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 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-None-06479
  If a VkImageView is sampled with depth comparison, the image view’s format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_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 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-vkCmdDrawIndexed-OpTypeImage-07027
  For any VkImageView being written as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndexed-OpTypeImage-07028
  For any VkImageView being read as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndexed-OpTypeImage-07029
  For any VkBufferView being written as a storage texel buffer where the image format field of the OpTypeImage is Unknown, the view’s buffer features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndexed-OpTypeImage-07030
  Any VkBufferView being read as a storage texel buffer where the image format field of the OpTypeImage is Unknown then the view's buffer features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

- 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 or the VkDescriptorSetLayout array used to create the current VkShaderEXT, 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 VkPipeline or the VkDescriptorSetLayout array used to create the current VkPipeline or the VkShaderEXT, as described in Pipeline Layout Compatibility.

If the maintenance4 feature is not enabled, then 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 or the VkDescriptorSetLayout and VkPushConstantRange arrays used to create the current VkShaderEXT, 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.

If the shaderObject feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command.

If a pipeline is 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 or any VkShaderEXT bound to a stage corresponding 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 or any VkShaderEXT bound to a stage corresponding 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 or any VkShaderEXT bound to a stage corresponding 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 the shaderObject is enabled, either a valid pipeline must be bound to the pipeline bind
point used by this command, or a valid combination of valid and `VK_NULL_HANDLE` shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command

- **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-None-08612**
  If the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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-None-08613**
  If the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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’Cₘ’Bₘ’Cₘ 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’Cₘ’Bₘ’Cₘ conversion, that object must not use the `ConstOffset` and `Offset` operands

- **VUID-vkCmdDrawIndexed-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-vkCmdDrawIndexed-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-vkCmdDrawIndexed-OpImageWrite-08795**
  If a `VkImageView` created with a format other than `VK_FORMAT_A8_UNORM_KHR` 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 `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have four components.

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.

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.

Input attachment views accessed in a dynamic render pass with a `InputAttachmentIndex` referenced by `VkRenderingInputAttachmentIndexInfoKHR`, or no `InputAttachmentIndex` if `VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex` or `VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex` are NULL, must be created with a `VkImageView` that is compatible with the corresponding color, depth, or stencil attachment in `VkRenderingInfo`.

Input attachment views accessed in a dynamic render pass with a `InputAttachmentIndex` referenced by `VkRenderingInputAttachmentIndexInfoKHR`, or no `InputAttachmentIndex` if `VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex` or `VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex` are NULL, must be created with a `VkImageView` that is compatible with the corresponding color, depth, or stencil attachment in `VkRenderingInfo`.

1289
Input attachment views accessed in a dynamic render pass via a shader object **must** have an `InputAttachmentIndex` if both `VkRenderingInputAttachmentIndexInfoKHR::pDepthInputAttachmentIndex` and `VkRenderingInputAttachmentIndexInfoKHR::pStencilInputAttachmentIndex` are non-NULL.

- **VUID-vkCmdDrawIndexed-InputAttachmentIndex-09597**
  If an input attachment view accessed in a dynamic render pass via a shader object has an `InputAttachmentIndex`, the `InputAttachmentIndex` **must** match an index in `VkRenderingInputAttachmentIndexInfoKHR`.

- **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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
    - the `VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
    - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_COLOR_BIT` and
      - there is no currently bound graphics pipeline or
      - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` 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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
    - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
    - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
      - there is no currently bound graphics pipeline or
      - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` 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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
    - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
    - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
      - there is no currently bound graphics pipeline or
      - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it **must** not be accessed in any way other than as an attachment by this command.
VK_IMAGE_ASPECT_STENCIL_BIT and

- there is no currently bound graphics pipeline or
- the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT it must not be accessed in any way other than as an attachment by this command

- VUID-vkCmdDrawIndexed-None-09003
  If an 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, storage image, or sampled image 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

- VUID-vkCmdDrawIndexed-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-vkCmdDrawIndexed-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-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08617
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to VK_POLYGON_MODE_LINE, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08618
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to
vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08619
  If a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07834
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BIAS dynamic state enabled then vkCmdSetDepthBias or vkCmdSetDepthBias2EXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08620
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthBiasEnable in the current command buffer set depthBiasEnable to VK_TRUE, vkCmdSetDepthBias or vkCmdSetDepthBias2EXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08621
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetColorBlendEnableEXT in the current command buffer set any element of pColorBlendEnables to VK_TRUE, and the most recent call to vkCmdSetColorBlendEquationEXT in the current command buffer set the same element of pColorBlendEquations to a VkColorBlendEquationEXT structure with any VkBlendFactor member with a value of VK_BLEND_FACTOR_CONSTANT_COLOR, VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR, VK_BLEND_FACTOR_CONSTANT_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA, vkCmdSetBlendConstants must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08622
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to
vkCmdSetDepthBoundsTestEnable in the current command buffer set depthBoundsTestEnable to VK_TRUE, then vkCmdSetDepthBounds must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08623
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilCompareMask must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08624
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilWriteMask must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08625
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilReference must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-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-vkCmdDrawIndexed-None-07840
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_CULL_MODE
dynamic state enabled then `vkCmdSetCullMode` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08627
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetCullMode` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07841
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_FRONT_FACE` dynamic state enabled then `vkCmdSetFrontFace` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08628
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetFrontFace` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07843
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthTestEnable` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08629
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthTestEnable` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07844
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` dynamic state enabled then `vkCmdSetDepthWriteEnable` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08630
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthWriteEnable` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07845
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_COMPARE_OP` dynamic state enabled then `vkCmdSetDepthCompareOp` **must** have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08631
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthTestEnable in the current command buffer set depthTestEnable to VK_TRUE, then vkCmdSetDepthCompareOp must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07846**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE dynamic state enabled then vkCmdSetDepthBoundsTestEnable must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08632**
  If a shader object is bound to any graphics stage, and the depthBounds feature is enabled, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then the vkCmdSetDepthBoundsTestEnable must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07847**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL.Test_ENABLE dynamic state enabled then vkCmdSetStencilTestEnable must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08633**
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetStencilTestEnable must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07848**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL.OP dynamic state enabled then vkCmdSetStencilOp must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08634**
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, then vkCmdSetStencilOp must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-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 vkCmdSetViewportWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must match the VkPipelineViewportStateCreateInfo::scissorCount of the pipeline.

- **VUID-vkCmdDrawIndexed-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
vkCmdSetScissorWithCount must have been called in the current command buffer prior
to this drawing command, and the scissorCount parameter of vkCmdSetScissorWithCount
must match the VkPipelineViewportStateCreateInfo::viewportCount of the pipeline

• VUID-vkCmdDrawIndexed-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 vkCmdSetViewportWithCount and vkCmdSetScissorWithCount
  must have been called in the current command buffer prior to this drawing command,
  and the viewportCount parameter of vkCmdSetViewportWithCount must match the
  scissorCount parameter of vkCmdSetScissorWithCount

• VUID-vkCmdDrawIndexed-None-08635
  If a shader object is bound to any graphics stage, then both vkCmdSetViewportWithCount
  and vkCmdSetScissorWithCount must have been called in the current command buffer prior
to this drawing command, and the viewportCount parameter of
  vkCmdSetViewportWithCount must match the scissorCount parameter of
  vkCmdSetScissorWithCount

• VUID-vkCmdDrawIndexed-None-04876
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE dynamic state enabled then
  vkCmdSetRasterizerDiscardEnable must have been called in the current command buffer prior
to this drawing command

• VUID-vkCmdDrawIndexed-None-08639
  If a shader object is bound to any graphics stage, then vkCmdSetRasterizerDiscardEnable
  must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-04877
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE dynamic state enabled then
  vkCmdSetDepthBiasEnable must have been called in the current command buffer prior
to this drawing command

• VUID-vkCmdDrawIndexed-None-08640
  If a shader object is bound to any graphics stage, and the most recent call to
  vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthBiasEnable must have been
called 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 vkCmdSetViewportWithCount must have
been called in the current command buffer prior to this drawing command, and the
viewportCount parameter of vkCmdSetViewportWithCount must be 1

• VUID-vkCmdDrawIndexed-primitiveFragmentShadingRateWithMultipleViewports-08642
  If the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, and any
shader object bound to a graphics stage writes to the PrimitiveShadingRateKHR built-in, then `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` 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 `pAttachments` member of `pColorBlendState` must be `VK_FALSE`

- VUID-vkCmdDrawIndexed-None-08643
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then for each color attachment in the render pass, if the corresponding image view’s format features do not contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`, then the corresponding member of `pColorBlendEnables` in the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer that affected that attachment index must have been `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-None-08644
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then the most recent call to `vkCmdSetRasterizationSamplesEXT` in the current command buffer must have set `rasterizationSamples` to be the same as the number of samples for the current render pass color and/or depth/stencil attachments

- VUID-vkCmdDrawIndexed-None-08876
  If a shader object is bound to any graphics stage, the current render pass instance must have been begun with `vkCmdBeginRendering`

- VUID-vkCmdDrawIndexed-imageView-06172
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the depth attachment

- VUID-vkCmdDrawIndexed-imageView-06173
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment
**VUID-vkCmdDrawIndexed-imageView-06174**

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, this command **must** not write any values to the depth attachment.

**VUID-vkCmdDrawIndexed-imageView-06175**

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment.

**VUID-vkCmdDrawIndexed-imageView-06176**

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, this command **must** not write any values to the depth attachment.

**VUID-vkCmdDrawIndexed-imageView-06177**

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment.

**VUID-vkCmdDrawIndexed-viewMask-06178**

If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline **must** have been created with a `VkPipelineRenderingCreateInfo`::`viewMask` equal to `VkRenderingInfo`::`viewMask`.

**VUID-vkCmdDrawIndexed-colorAttachmentCount-06179**

If the `dynamicRenderingUnusedAttachments` feature is not enabled and the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline **must** have been created with a `VkPipelineRenderingCreateInfo`::`colorAttachmentCount` equal to `VkRenderingInfo`::`colorAttachmentCount`.

**VUID-vkCmdDrawIndexed-dynamicRenderingUnusedAttachments-08910**

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` **must** have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound graphics pipeline.

**VUID-vkCmdDrawIndexed-dynamicRenderingUnusedAttachments-08912**

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` **must** have the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`.

**VUID-vkCmdDrawIndexed-dynamicRenderingUnusedAttachments-08911**
If the `dynamicRenderingUnusedAttachments` feature is enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline, or the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats`, if it exists, must be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndexed-None-07751**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command for each discard rectangle in `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount`.

- **VUID-vkCmdDrawIndexed-None-07880**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-rasterizerDiscardEnable-09236**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08648**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07881**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08649**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.
If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`, the value of the format **must** be `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was not `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`, the value of the format **must** be `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was not `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`, the value of the format **must** be `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 

If current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was `VK_NULL_HANDLE`, the currently bound graphics pipeline **must** have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`. 

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to `VK_FORMAT_UNDEFINED`.

If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline **must** be equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`.
If the current render pass instance was begun with `vkCmdBeginRendering` with a `VkRenderingInfo::colorAttachmentCount` parameter greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with a `imageView` not equal to `VK_NULL_HANDLE` must have been created with a sample count equal to the value of `rasterizationSamples` for the currently bound graphics pipeline.

If `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pDepthAttachment->imageView`.

If `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pStencilAttachment->imageView`.

If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound pipeline must have been created with a `VkGraphicsPipelineCreateInfo::renderPass` equal to `VK_NULL_HANDLE`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the `VkRenderingInfo::pColorAttachments->imageView` was not `VK_NULL_HANDLE`, then the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, stencil test is enabled and the `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT` dynamic state enabled then `vkCmdSetTessellationDomainOriginEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT` dynamic state enabled then...
vkCmdSetDepthClampEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-09237
  If a shader object is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT stage, then vkCmdSetTessellationDomainOriginEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08650
  If the depthClamp feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthClampEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07621
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_POLYGON_MODE_EXT dynamic state enabled then vkCmdSetPolygonModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08651
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetPolygonModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07622
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT dynamic state enabled then vkCmdSetRasterizationSamplesEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08652
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetRasterizationSamplesEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07623
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT dynamic state enabled then vkCmdSetSampleMaskEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08653
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetSampleMaskEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07624
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled then vkCmdSetAlphaToCoverageEnableEXT must have been called in the current command
buffer prior to this drawing command

- **VUID-vkCmdDrawIndexed-alphaToCoverageEnable-08919**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` dynamic state enabled, and `alphaToCoverageEnable` was `VK_TRUE` in the last call to `vkCmdSetAlphaToCoverageEnableEXT`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0.

- **VUID-vkCmdDrawIndexed-None-08654**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToCoverageEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-alphaToCoverageEnable-08920**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetAlphaToCoverageEnableEXT` in the current command buffer set `alphaToCoverageEnable` to `VK_TRUE`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0.

- **VUID-vkCmdDrawIndexed-None-07625**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` dynamic state enabled, then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08655**
  If the `alphaToOne` feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07626**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT` dynamic state enabled, then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08656**
  If the `logicOp` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07627**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08657**
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07628**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08658**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` for any attachment set that attachment's value in `pColorBlendEnables` to `VK_TRUE`, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07629**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08659**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07630**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` dynamic state enabled then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08660**
  If the `geometryStreams` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_GEOMETRY_BIT` stage, then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-07633**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT` dynamic state enabled then `vkCmdSetDepthClipEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexed-None-08663**
  If the `depthClipEnable` feature is enabled, and a shader object is bound to any graphics stage, then `vkCmdSetDepthClipEnableEXT` must have been called in the current
command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-07637
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic state enabled then
vkCmdSetLineRasterizationModeEXT must have been called in the current command
buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08666
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a
shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, and the most recent call to
vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to
VK_POLYGON_MODE_LINE, then vkCmdSetLineRasterizationModeEXT must have been called
in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08667
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a
shader object is bound to the VK_SHADER_STAGE_VERTEX_BIT stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, and the most recent call to
evKCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any
line topology, then vkCmdSetLineRasterizationModeEXT must have been called in the
current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08668
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a
shader object that outputs line primitives is bound to the
VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and
the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, then vkCmdSetLineRasterizationModeEXT must
have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-07638
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT dynamic state enabled then
vkCmdSetLineStippleEnableEXT must have been called in the current command buffer
prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08669
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a
shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, and the most recent call to
evKCmdSetPolygonModeEXT in the current command buffer set polygonMode to
VK_POLYGON_MODE_LINE, then vkCmdSetLineStippleEnableEXT must have been called in the
current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-None-08670
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a
shader object is bound to the VK_SHADER_STAGE_VERTEX_BIT stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08671
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-07849
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_KHR dynamic state enabled then vkCmdSetLineStippleKHR must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08672
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetLineStippleEnableEXT in the current command buffer set stippledLineEnable to VK_TRUE, then vkCmdSetLineStippleEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-pColorBlendEnables-07470
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT state enabled and the last call to vkCmdSetColorBlendEnableEXT set pColorBlendEnables for any attachment to VK_TRUE, then for those attachments in the subpass the corresponding image view’s format features must contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT

- VUID-vkCmdDrawIndexed-rasterizationSamples-07471
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must follow the rules for a zero-attachment subpass

- VUID-vkCmdDrawIndexed-samples-07472
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state enabled and the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state disabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the VkPipelineMultisampleStateCreateInfo::rasterizationSamples parameter used to create the bound graphics pipeline

- VUID-vkCmdDrawIndexed-samples-07473
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state and VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT states enabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the rasterizationSamples parameter in the last call to vkCmdSetRasterizationSamplesEXT

• VUID-vkCmdDrawIndexed-rasterizationSamples-07474
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and neither the VK_AMD_mixed_attachment_samples nor the VK_NV_framebuffer_mixed_samples extensions are enabled, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must be the same as the current subpass color and/or depth/stencil attachments

• VUID-vkCmdDrawIndexed-firstAttachment-07476
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT dynamic state enabled then vkCmdSetColorBlendEnableEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

• VUID-vkCmdDrawIndexed-rasterizerDiscardEnable-09417
If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetColorBlendEnableEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

• VUID-vkCmdDrawIndexed-firstAttachment-07477
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT dynamic state enabled then vkCmdSetColorBlendEquationEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled

• VUID-vkCmdDrawIndexed-rasterizerDiscardEnable-09418
If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and both the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE and there are color attachments bound, then vkCmdSetColorBlendEquationEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled

• VUID-vkCmdDrawIndexed-firstAttachment-07478
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT dynamic state enabled then
vkCmdSetColorWriteMaskEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorWriteMaskEXT calls must specify the color write mask for all active color attachments in the current subpass

- **VUID-vkCmdDrawIndexed-rasterizerDiscardEnable-09419**
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetColorWriteMaskEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorWriteMaskEXT calls must specify the color write mask for all active color attachments in the current subpass

- **VUID-vkCmdDrawIndexed-primitivesGeneratedQueryWithNonZeroStreams-07481**
  If the primitivesGeneratedQueryWithNonZeroStreams feature is not enabled and the VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT query is active, and the bound graphics pipeline was created with VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT state enabled, the last call to vkCmdSetRasterizationStreamEXT must have set the rasterizationStream to zero

- **VUID-vkCmdDrawIndexed-stippledLineEnable-07495**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR, then the stippledRectangularLines feature must be enabled

- **VUID-vkCmdDrawIndexed-stippledLineEnable-07496**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR, then the stippledBresenhamLines feature must be enabled

- **VUID-vkCmdDrawIndexed-stippledLineEnable-07497**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR, then the stippledSmoothLines feature must be enabled

- **VUID-vkCmdDrawIndexed-stippledLineEnable-07498**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR, then the stippledRectangularLines feature must be enabled
be enabled and \texttt{VkPhysicalDeviceLimits::strictLines} must be \texttt{VK_TRUE}

- VUID-vkCmdDrawIndexed-None-08877
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT} dynamic state, \texttt{vkCmdSetAttachmentFeedbackLoopEnableEXT} must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-08684
  If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_VERTEX_BIT}

- VUID-vkCmdDrawIndexed-None-08685
  If there is no bound graphics pipeline, and the \texttt{tessellationShader} feature is enabled, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT}

- VUID-vkCmdDrawIndexed-None-08686
  If there is no bound graphics pipeline, and the \texttt{tessellationShader} feature is enabled, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT}

- VUID-vkCmdDrawIndexed-None-08687
  If there is no bound graphics pipeline, and the \texttt{geometryShader} feature is enabled, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_GEOMETRY_BIT}

- VUID-vkCmdDrawIndexed-None-08688
  If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} must have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_FRAGMENT_BIT}

- VUID-vkCmdDrawIndexed-None-08698
  If any graphics shader is bound which was created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag, then all shaders created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag in the same \texttt{vkCreateShadersEXT} call must also be bound

- VUID-vkCmdDrawIndexed-None-08699
  If any graphics shader is bound which was created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag, any stages in between stages whose shaders did not create a shader with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag as part of the same \texttt{vkCreateShadersEXT} call must not have any \texttt{VkShaderEXT} bound

- VUID-vkCmdDrawIndexed-None-08878
  All bound graphics shader objects must have been created with identical or identically defined push constant ranges

- VUID-vkCmdDrawIndexed-None-08879
  All bound graphics shader objects must have been created with identical or identically defined arrays of descriptor set layouts

- VUID-vkCmdDrawIndexed-None-08880
  If the \texttt{attachmentFeedbackLoopDynamicState} feature is enabled on the device, and a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and the most recent call
to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAttachmentFeedbackLoopEnableEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexed-pDynamicStates-08715
If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the EarlyFragmentTests execution mode and uses `OpDepthAttachmentReadEXT`, the `depthWriteEnable` parameter in the last call to `vkCmdSetDepthWriteEnable` must be `VK_FALSE`.

• VUID-vkCmdDrawIndexed-pDynamicStates-08716
If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the EarlyFragmentTests execution mode and uses `OpStencilAttachmentReadEXT`, the `writeMask` parameter in the last call to `vkCmdSetStencilWriteMask` must be 0.

• VUID-vkCmdDrawIndexed-None-09116
If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`, and the format of any color attachment is `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`, the corresponding element of the `pColorWriteMasks` parameter of `vkCmdSetColorWriteMaskEXT` 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.

• 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-None-09548
If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR` must match the value set for the corresponding element in the currently bound pipeline.

• VUID-vkCmdDrawIndexed-None-09549
If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline must match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

• 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-commandBuffer-04617
  If any of the shader stages of the VkPipeline bound to the pipeline bind point used by this command uses the RayQueryKHR capability, then commandBuffer must not be a protected command buffer

- 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

- VUID-vkCmdDrawIndexed-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-vkCmdDrawIndexed-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-vkCmdDrawIndexed-None-07842
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveTopology must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-dynamicPrimitiveTopologyUnrestricted-07500
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled and the dynamicPrimitiveTopologyUnrestricted is VK_FALSE, then the primitiveTopology parameter of vkCmdSetPrimitiveTopology must be of the same topology class as the pipeline VkPipelineInputAssemblyStateCreateInfo::topology state

- VUID-vkCmdDrawIndexed-pStrides-04913
  If the bound graphics pipeline was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT dynamic state enabled, then vkCmdBindVertexBuffers2EXT must have been called in the current command buffer prior to this draw command, and the pStrides parameter of vkCmdBindVertexBuffers2EXT must not be NULL

- VUID-vkCmdDrawIndexed-None-04914
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetVertexInputEXT must have been called in the current command buffer prior to this draw command

- VUID-vkCmdDrawIndexed-Input-07939
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveRestartEnable` must have been called in the current command buffer prior to this drawing command.

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`, there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveRestartEnable` must be set to `VK_FALSE`.

Valid index buffer must be bound.

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`.

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 shader objects are used for drawing or 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` or `vkCmdBindIndexBuffer2KHR`. If `vkCmdBindIndexBuffer2KHR` is used to bind the index buffer, the size of the bound index buffer is `vkCmdBindIndexBuffer2KHR::size`.

### 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

- **VUID-vkCmdDrawIndexed-videocoding**
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
To record a non-indexed indirect drawing command, call:

```c
// Provided by VK_VERSION_1_0
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

- VUID-vkCmdDrawIndirect-unnormaizedCoordinates-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-unnormaizedCoordinates-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-None-06479
  If a VkImageView is sampled with depth comparison, the image view’s format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_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 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-vkCmdDrawIndirect-OpTypeImage-07027
  For any VkImageView being written as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndirect-OpTypeImage-07028
  For any VkImageView being read as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndirect-OpTypeImage-07029
  For any VkBufferView being written as a storage texel buffer where the image format field of the OpTypeImage is Unknown, the view’s buffer features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndirect-OpTypeImage-07030
  Any VkBufferView being read as a storage texel buffer where the image format field of the OpTypeImage is Unknown then the view’s buffer features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

- 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 VkPipelineLayout used to create the current VkPipeline or the VkDescriptorSetLayout array used to create the current VkShaderEXT, as described in...
Pipeline Layout Compatibility

- VUID-vkCmdDrawIndirect-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 or the VkDescriptorSetLayout array used to create the current VkShaderEXT, as described in Pipeline Layout Compatibility

- VUID-vkCmdDrawIndirect-maintenance4-08602
  If the maintenance4 feature is not enabled, then 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 or the VkDescriptorSetLayout and VkPushConstantRange arrays used to create the current VkShaderEXT, as described in Pipeline Layout Compatibility

- VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-08606
  If the shaderObject feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command

- VUID-vkCmdDrawIndirect-None-08608
  If a pipeline is 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-vkCmdDrawIndirect-None-08609
  If the VkPipeline object bound to the pipeline bind point used by this command or any VkShaderEXT bound to a stage corresponding 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-vkCmdDrawIndirect-None-08610
  If the VkPipeline object bound to the pipeline bind point used by this command or any VkShaderEXT bound to a stage corresponding 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-vkCmdDrawIndirect-None-08611
  If the VkPipeline object bound to the pipeline bind point used by this command or any VkShaderEXT bound to a stage corresponding 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-vkCmdDrawIndirect-None-08607
If the shaderObject is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and VK_NULL_HANDLE shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

• VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-08612
If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-08613
If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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-vkCmdDrawIndirect-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-vkCmdDrawIndirect-ConstOffset-06551
If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y′C′R 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 created with a format other than VK_FORMAT_A8_UNORM_KHR 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-08796
  If a `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the Type of the Texel operand of that instruction must have four components

- 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-None-07288
  Any shader invocation executed by this command must terminate

- VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-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-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-07748
  If any shader statically accesses an input attachment, a valid descriptor must be bound to the pipeline via a descriptor set

- VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-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-vkCmdDrawIndirect-pDepthInputAttachmentIndex-09595
  Input attachment views accessed in a dynamic render pass with a `InputAttachmentIndex` referenced by `VkRenderingInputAttachmentIndexInfoKHR`, or no `InputAttachmentIndex` if `VkRenderingInputAttachmentIndexInfoKHR::pDepthInputAttachmentIndex` or `VkRenderingInputAttachmentIndexInfoKHR::pStencilInputAttachmentIndex` are NULL, must be created with a `VkImageView` that is compatible with the corresponding color, depth, or
stencil attachment in VkRenderingInfo

• VUID-vkCmdDrawIndirect-pDepthInputAttachmentIndex-09596
  Input attachment views accessed in a dynamic render pass via a shader object must have an InputAttachmentIndex if both VkRenderingInputAttachmentIndexInfoKHR :pDepthInputAttachmentIndex and VkRenderingInputAttachmentIndexInfoKHR :pStencilInputAttachmentIndex are non-NULL

• VUID-vkCmdDrawIndirect-InputAttachmentIndex-09597
  If an input attachment view accessed in a dynamic render pass via a shader object has an InputAttachmentIndex, the InputAttachmentIndex must match an index in VkRenderingInputAttachmentIndexInfoKHR

• VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-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 is not in the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT image layout, and either:

  ◦ the VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT is set on the currently bound pipeline or

  ◦ the last call to vkCmdSetAttachmentFeedbackLoopEnableEXT included VK_IMAGE_ASPECT_COLOR_BIT and

    ▪ there is no currently bound graphics pipeline or

    ▪ the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT it must not be accessed in any way other than as an attachment by this command

• VUID-vkCmdDrawIndirect-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 is not in the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT image layout, and either:

  ◦ the VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT is set on the currently bound pipeline or

  ◦ the last call to vkCmdSetAttachmentFeedbackLoopEnableEXT included VK_IMAGE_ASPECT_DEPTH_BIT and

    ▪ there is no currently bound graphics pipeline or

    ▪ the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT 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 is not in the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT image layout, and either:

  ◦ the VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT is set on the
currently bound pipeline or

- the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included
  `VK_IMAGE_ASPECT_STENCIL_BIT` and

  - there is no currently bound graphics pipeline or
  - the currently bound graphics pipeline was created with
    `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in
    any way other than as an attachment by this command

- VUID-vkCmdDrawIndirect-None-09003
  If an 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, storage image, or sampled image 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 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 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 in the current
  command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-08617
  If a shader object is bound to any graphics stage, and the most recent call to
  `vkCmdSetRasterizerDiscardEnable` in the current command buffer set
  `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to
  `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to
  `VK_POLYGON_MODE_LINE`, `vkCmdSetLineWidth` must have been called in the current
  command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-08618
  If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08619**
  If a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, vkCmdSetLineWidth must have been called 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 or vkCmdSetDepthBias2EXT must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08620**
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthBiasEnable in the current command buffer set depthBiasEnable to VK_TRUE, vkCmdSetDepthBias or vkCmdSetDepthBias2EXT must have been called 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 in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08621**
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetColorBlendEnableEXT in the current command buffer set any element of pColorBlendEnables to VK_TRUE, and the most recent call to vkCmdSetColorBlendEquationEXT in the current command buffer set the same element of pColorBlendEquations to a VkColorBlendEquationEXT structure with any VkBlendFactor member with a value of VK_BLEND_FACTOR_CONSTANT_COLOR, VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR, VK_BLEND_FACTOR_CONSTANT_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA, vkCmdSetBlendConstants must have been called 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 in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08622**
  If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthBoundsTestEnable in the current command buffer set depthBoundsTestEnable to VK_TRUE, then vkCmdSetDepthBounds must have been called 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 stencilTestEnable state is VK_TRUE, then vkCmdSetStencilCompareMask must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirect-None-08623
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilCompareMask must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirect-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 in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirect-None-08624
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilWriteMask must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirect-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 in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirect-None-08625
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilReference must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-07840
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_CULL_MODE` dynamic state enabled then `vkCmdSetCullMode` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-08627
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetCullMode` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07841
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_FRONT_FACE` dynamic state enabled then `vkCmdSetFrontFace` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-08628
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetFrontFace` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07843
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthTestEnable` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-08629
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthTestEnable` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07844
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` dynamic state enabled then `vkCmdSetDepthWriteEnable` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-08630
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthWriteEnable` must have been called 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 `vkCmdSetDepthCompareOp` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-08631
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthTestEnable` in the current command buffer set `depthTestEnable` to `VK_TRUE`, then `vkCmdSetDepthCompareOp` must have been called 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 `vkCmdSetDepthBoundsTestEnable` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08632**
  If a shader object is bound to any graphics stage, and the `depthBounds` feature is enabled, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then the `vkCmdSetDepthBoundsTestEnable` must have been called 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 `vkCmdSetStencilTestEnable` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08633**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetStencilTestEnable` must have been called 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 `vkCmdSetStencilOp` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08634**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, then `vkCmdSetStencilOp` must have been called 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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `VkPipelineViewportStateCreateInfo::scissorCount` 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 `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `scissorCount` parameter of `vkCmdSetScissorWithCount` 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 `vkCmdSetViewportWithCount` and `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `scissorCount` parameter of `vkCmdSetScissorWithCount`.

If a shader object is bound to any graphics stage, then both `vkCmdSetViewportWithCount` and `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `scissorCount` parameter of `vkCmdSetScissorWithCount`.

If a shader object is bound to any graphics stage, then `vkCmdSetRasterizerDiscardEnable` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state enabled then `vkCmdSetRasterizerDiscardEnable` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthBiasEnable` must have been called 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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must be 1.
• VUID-vkCmdDrawIndirect-primitiveFragmentShadingRateWithMultipleViewports-08642
  If the `primitiveFragmentShadingRateWithMultipleViewports` limit is not supported, and any 
  shader object bound to a graphics stage writes to the `PrimitiveShadingRateKHR` built-in, 
  then `vkCmdSetViewportWithCount` must have been called in the current command 
  buffer prior to this drawing command, and the `viewportCount` parameter of 
  `vkCmdSetViewportWithCount` must be 1.

• VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-08643
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent 
  call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set 
  `rasterizerDiscardEnable` to `VK_FALSE`, then for each color attachment in the render pass, if 
  the corresponding image view’s `format features` do not contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`, 
  then the corresponding member of `pColorBlendEnables` in the most recent call to `vkCmdSetColorBlendEnableEXT` in the current 
  command buffer that affected that attachment index must have been `VK_FALSE`.

• VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-08644
  If a shader object is bound to any graphics stage, and the most recent call to 
  `vkCmdSetRasterizerDiscardEnable` in the current command buffer set 
  `rasterizerDiscardEnable` to `VK_FALSE`,

  then the most recent call to `vkCmdSetRasterizationSamplesEXT` in the current command 
  buffer must have set `rasterizationSamples` to be the same as the number of samples for 
  the current render pass color and/or depth/stencil attachments.

• VUID-vkCmdDrawIndirect-None-08876
  If a shader object is bound to any graphics stage, the current render pass instance must 
  have been begun with `vkCmdBeginRendering`.

• VUID-vkCmdDrawIndirect-imageView-06172
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` 
  member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of 
  `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must 
  not write any values to the depth attachment.

• VUID-vkCmdDrawIndirect-imageView-06173
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` 
  member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of 
  `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command
must not write any values to the stencil attachment

- **VUID-vkCmdDrawIndirect-imageView-06174**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, this command must not write any values to the depth attachment

- **VUID-vkCmdDrawIndirect-imageView-06175**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment

- **VUID-vkCmdDrawIndirect-imageView-06176**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, this command must not write any values to the depth attachment

- **VUID-vkCmdDrawIndirect-imageView-06177**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment

- **VUID-vkCmdDrawIndirect-viewMask-06178**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline must have been created with a `VkPipelineRenderingCreateInfo`::`viewMask` equal to `VkRenderingInfo`::`viewMask`

- **VUID-vkCmdDrawIndirect-colorAttachmentCount-06179**
  If the `dynamicRenderingUnusedAttachments` feature is not enabled and the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline must have been created with a `VkPipelineRenderingCreateInfo`::`colorAttachmentCount` equal to `VkRenderingInfo`::`colorAttachmentCount`

- **VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08910**
  If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound graphics pipeline

- **VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08912**
  If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`::`colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo`::`pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo`::`pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`
If the `dynamicRenderingUnusedAttachments` feature is enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline, or the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats`, if it exists, must be `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command for each discard rectangle in `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.
been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08913
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is not enabled, and \texttt{VkRenderingInfo::pDepthAttachment->imageView} was \texttt{VK_NULL_HANDLE}, the value of \texttt{VkPipelineRenderingCreateInfo::depthAttachmentFormat} used to create the currently bound graphics pipeline must be equal to \texttt{VK_FORMAT_UNDEFINED}

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08914
  If current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is not enabled, and \texttt{VkRenderingInfo::pDepthAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, the value of \texttt{VkPipelineRenderingCreateInfo::depthAttachmentFormat} used to create the currently bound graphics pipeline must be equal to the \texttt{VkFormat} used to create \texttt{VkRenderingInfo::pDepthAttachment->imageView}

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08915
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is enabled, \texttt{VkRenderingInfo::pDepthAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, and the value of \texttt{VkPipelineRenderingCreateInfo::depthAttachmentFormat} used to create the currently bound graphics pipeline was not equal to the \texttt{VkFormat} used to create \texttt{VkRenderingInfo::pDepthAttachment->imageView}, the value of the format must be \texttt{VK_FORMAT_UNDEFINED}

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08916
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is not enabled, and \texttt{VkRenderingInfo::pStencilAttachment->imageView} was \texttt{VK_NULL_HANDLE}, the value of \texttt{VkPipelineRenderingCreateInfo::stencilAttachmentFormat} used to create the currently bound graphics pipeline must be equal to \texttt{VK_FORMAT_UNDEFINED}

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08917
  If current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is not enabled, and \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, the value of \texttt{VkPipelineRenderingCreateInfo::stencilAttachmentFormat} used to create the currently bound graphics pipeline must be equal to the \texttt{VkFormat} used to create \texttt{VkRenderingInfo::pStencilAttachment->imageView}

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08918
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is enabled, \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, and the value of \texttt{VkPipelineRenderingCreateInfo::stencilAttachmentFormat} used to create the currently bound graphics pipeline was not equal to the \texttt{VkFormat} used to create \texttt{VkRenderingInfo::pStencilAttachment->imageView}, the value of the format must be \texttt{VK_FORMAT_UNDEFINED}

• VUID-vkCmdDrawIndirect-dynamicRenderingUnusedAttachments-08919
  If current render pass instance was begun with \texttt{vkCmdBeginRendering} and \texttt{VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView} was not \texttt{VK_NULL_HANDLE}, the currently bound graphics pipeline must have been created with
If the current render pass instance was begun with `vkCmdBeginRendering` with a `VkRenderingInfo::colorAttachmentCount` parameter greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with a `imageView` not equal to `VK_NULL_HANDLE` must have been created with a sample count equal to the value of `rasterizationSamples` for the currently bound graphics pipeline.

If `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pDepthAttachment->imageView`.

If `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pStencilAttachment->imageView`.

If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound pipeline must have been created with a `VkGraphicsPipelineCreateInfo::renderPass` equal to `VK_NULL_HANDLE`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the `VkRenderingInfo::pColorAttachments->imageView` was not `VK_NULL_HANDLE`, then the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, stencil test is enabled and the `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT` dynamic state enabled then `vkCmdSetTessellationDomainOriginEXT` must have been called in the current command buffer prior to this drawing command.

If the current render pass instance was begun with `vkCmdBeginRendering` with a `VkRenderingInfo::colorAttachmentCount` parameter greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with a `imageView` not equal to `VK_NULL_HANDLE` must have been created with a sample count equal to the value of `rasterizationSamples` for the currently bound graphics pipeline.
If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetDepthClampEnableEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-09237**
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT} stage, then \texttt{vkCmdSetTessellationDomainOriginEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08650**
  If the \texttt{depthClamp} feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetDepthClampEnableEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-07621**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_POLYGON_MODE_EXT} dynamic state enabled then \texttt{vkCmdSetPolygonModeEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08651**
  If a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetPolygonModeEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-07622**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT} dynamic state enabled then \texttt{vkCmdSetRasterizationSamplesEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08652**
  If a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetRasterizationSamplesEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-07623**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_SAMPLE_MASK_EXT} dynamic state enabled then \texttt{vkCmdSetSampleMaskEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-08653**
  If a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetSampleMaskEXT} must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirect-None-07624**
  If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT  dynamic state enabled then *vkCmdSetAlphaToCoverageEnableEXT* must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-alphaToCoverageEnable-08919
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled, and *alphaToCoverageEnable* was VK_TRUE in the last call to *vkCmdSetAlphaToCoverageEnableEXT*, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0

• VUID-vkCmdDrawIndirect-None-08654
  If a shader object is bound to any graphics stage, and the most recent call to *vkCmdSetRasterizerDiscardEnable* in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then *vkCmdSetAlphaToCoverageEnableEXT* must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-alphaToCoverageEnable-08920
  If a shader object is bound to any graphics stage, and the most recent call to *vkCmdSetAlphaToCoverageEnableEXT* in the current command buffer set alphaToCoverageEnable to VK_TRUE, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0

• VUID-vkCmdDrawIndirect-None-07625
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT dynamic state enabled then *vkCmdSetAlphaToOneEnableEXT* must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-None-08655
  If the alphaToOne feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to *vkCmdSetRasterizerDiscardEnable* in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then *vkCmdSetAlphaToOneEnableEXT* must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-None-07626
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT dynamic state enabled then *vkCmdSetLogicOpEnableEXT* must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-None-08656
  If the logicOp feature is enabled, and a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to *vkCmdSetRasterizerDiscardEnable* in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then *vkCmdSetLogicOpEnableEXT* must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-None-07627
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT dynamic state enabled then *vkCmdSetColorBlendEnableEXT* must have been called in the current command buffer prior to this drawing command
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` for any attachment set that attachment's value in `pColorBlendEnables` to `VK_TRUE`, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and there are color attachments bound, then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` dynamic state enabled then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command.

If the `geometryStreams` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_GEOMETRY_BIT` stage, then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT` dynamic state enabled then `vkCmdSetDepthClipEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the `depthClipEnable` feature is enabled, and a shader object is bound to any graphics...
stage, then \texttt{vkCmdSetDepthClipEnableEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-07637**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT} dynamic state enabled then \texttt{vkCmdSetLineRasterizationModeEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08666**
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetPolygonModeEXT} in the current command buffer set \texttt{polygonMode} to \texttt{VK_POLYGON_MODE_LINE}, then \texttt{vkCmdSetLineRasterizationModeEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08667**
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object is bound to the \texttt{VK_SHADER_STAGE_VERTEX_BIT} stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetPrimitiveTopology} in the current command buffer set \texttt{primitiveTopology} to any line topology, then \texttt{vkCmdSetLineRasterizationModeEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08668**
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object that outputs line primitives is bound to the \texttt{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT} or \texttt{VK_SHADER_STAGE_GEOMETRY_BIT} stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetLineRasterizationModeEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-07638**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetLineStippleEnableEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08669**
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetPolygonModeEXT} in the current command buffer set \texttt{polygonMode} to \texttt{VK_POLYGON_MODE_LINE}, then \texttt{vkCmdSetLineStippleEnableEXT} must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08670**
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a
shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08671**
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-07849**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_KHR` dynamic state enabled then `vkCmdSetLineStippleKHR` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-None-08672**
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetLineStippleEnableEXT` in the current command buffer set `stippledLineEnable` to `VK_TRUE`, then `vkCmdSetLineStippleEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-pColorBlendEnables-07470**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` state enabled and the last call to `vkCmdSetColorBlendEnableEXT` set `pColorBlendEnables` for any attachment to `VK_TRUE`, then for those attachments in the subpass the corresponding image view’s format features must contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`.

- **VUID-vkCmdDrawIndirect-rasterizationSamples-07471**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the `rasterizationSamples` in the last call to `vkCmdSetRasterizationSamplesEXT` must follow the rules for a zero-attachment subpass.

- **VUID-vkCmdDrawIndirect-samples-07472**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT` state enabled and the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state disabled, then the `samples` parameter in the last call to `vkCmdSetSampleMaskEXT` must be greater or equal to the `VkPipelineMultisampleStateCreateInfo::rasterizationSamples` parameter used to create the bound graphics pipeline.

- **VUID-vkCmdDrawIndirect-samples-07473**
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT` state and `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` states enabled, then the `samples` parameter in the last call to `vkCmdSetSampleMaskEXT` must be greater or equal to the `rasterizationSamples` parameter in the last call to `vkCmdSetRasterizationSamplesEXT`

- **VUID-vkCmdDrawIndirect-rasterizationSamples-07474**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state enabled, and neither the `VK_AMD_mixed_attachment_samples` nor the `VK_NV_framebuffer_mixed_samples` extensions are enabled, then the `rasterizationSamples` in the last call to `vkCmdSetRasterizationSamplesEXT` must be the same as the current subpass color and/or depth/stencil attachments

- **VUID-vkCmdDrawIndirect-firstAttachment-07476**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEnableEXT` calls must specify an enable for all active color attachments in the current subpass

- **VUID-vkCmdDrawIndirect-rasterizerDiscardEnable-09417**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEnableEXT` calls must specify an enable for all active color attachments in the current subpass

- **VUID-vkCmdDrawIndirect-firstAttachment-07477**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEquationEXT` calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled

- **VUID-vkCmdDrawIndirect-rasterizerDiscardEnable-09418**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEquationEXT` calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled

- **VUID-vkCmdDrawIndirect-firstAttachment-07478**
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorWriteMaskEXT` calls must specify the color write mask for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndirect-rasterizerDiscardEnable-09419**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorWriteMaskEXT` calls must specify the color write mask for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndirect-primitivesGeneratedQueryWithNonZeroStreams-07481**
  If the `primitivesGeneratedQueryWithNonZeroStreams` feature is not enabled and the `VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT` query is active, and the bound graphics pipeline was created with `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` state enabled, the last call to `vkCmdSetRasterizationStreamEXT` must have set the `rasterizationStream` to zero.

- **VUID-vkCmdDrawIndirect-stippledLineEnable-07495**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR`, then the `stippledRectangularLines` feature must be enabled.

- **VUID-vkCmdDrawIndirect-stippledLineEnable-07496**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR`, then the `stippledBresenhamLines` feature must be enabled.

- **VUID-vkCmdDrawIndirect-stippledLineEnable-07497**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, then the `stippledSmoothLines` feature must be enabled.

- **VUID-vkCmdDrawIndirect-stippledLineEnable-07498**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR`, then the `stippledSmoothLines` feature must be enabled.
VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR, then the stippledRectangularLines feature must be enabled and VkPhysicalDeviceLimits::strictLines must be VK_TRUE

- VUID-vkCmdDrawIndirect-None-08877
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT dynamic state vkCmdSetAttachmentFeedbackLoopEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-08684
  If there is no bound graphics pipeline, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_VERTEX_BIT

- VUID-vkCmdDrawIndirect-None-08685
  If there is no bound graphics pipeline, and the tessellationShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_TESSellation_CONTROL_BIT

- VUID-vkCmdDrawIndirect-None-08686
  If there is no bound graphics pipeline, and the tessellationShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_TESSellation_Evaluation_BIT

- VUID-vkCmdDrawIndirect-None-08687
  If there is no bound graphics pipeline, and the geometryShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_GEOMETRY_BIT

- VUID-vkCmdDrawIndirect-None-08688
  If there is no bound graphics pipeline, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_FRAGMENT_BIT

- VUID-vkCmdDrawIndirect-None-08698
  If any graphics shader is bound which was created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, then all shaders created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag in the same vkCreateShadersEXT call must also be bound

- VUID-vkCmdDrawIndirect-None-08699
  If any graphics shader is bound which was created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, any stages in between stages whose shaders which did not create a shader with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag as part of the same vkCreateShadersEXT call must not have any VkShaderEXT bound

- VUID-vkCmdDrawIndirect-None-08878
  All bound graphics shader objects must have been created with identical or identically defined push constant ranges

- VUID-vkCmdDrawIndirect-None-08879
  All bound graphics shader objects must have been created with identical or identically defined arrays of descriptor set layouts

- VUID-vkCmdDrawIndirect-None-08880
  If the attachmentFeedbackLoopDynamicState feature is enabled on the device, and a
shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAttachmentFeedbackLoopEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-pDynamicStates-08715**
  If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the `EarlyFragmentTests` execution mode and uses `OpDepthAttachmentReadEXT`, the `depthWriteEnable` parameter in the last call to `vkCmdSetDepthWriteEnable` must be `VK_FALSE`.

- **VUID-vkCmdDrawIndirect-pDynamicStates-08716**
  If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the `EarlyFragmentTests` execution mode and uses `OpStencilAttachmentReadEXT`, the `writeMask` parameter in the last call to `vkCmdSetStencilWriteMask` must be `0`.

- **VUID-vkCmdDrawIndirect-None-09116**
  If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`, and the format of any color attachment is `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`, the corresponding element of the `pColorWriteMasks` parameter of `vkCmdSetColorWriteMaskEXT` 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.

- **VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-None-09548**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR` must match the value set for the corresponding element in the currently bound pipeline.

- **VUID-vkCmdDrawIndirect-None-09549**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline must match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

- **VUID-vkCmdDrawIndirect-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-vkCmdDrawIndirect-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-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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveTopology` must have been called 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 and the `dynamicPrimitiveTopologyUnrestricted` is `VK_FALSE`, then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopology` 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, then `vkCmdBindVertexBuffers2EXT` must have been called 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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetVertexInputEXT` must have been called in the current command buffer prior to this draw command.

- **VUID-vkCmdDrawIndirect-Input-07939**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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-vkCmdDrawIndirect-Input-08734**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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-vkCmdDrawIndirect-format-08936**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage and the scalar width associated with a `Location` decorated `Input` variable in the `Vertex Execution Model` has a 64-bit component, then the numeric type associated with all `Input` variables of the corresponding `Location` in the `Vertex Execution Model OpEntryPoint` must be 64-bit.
OpEntryPoint is 64-bit, then the corresponding VkVertexInputAttributeDescription2EXT::format must have a 64-bit component

- VUID-vkCmdDrawIndirect-None-09203
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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-04879
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveRestartEnable must have been called 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, there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveRestartEnable 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**
  \( \text{commandBuffer must be a valid } \text{VkCommandBuffer} \text{ handle} \)

- **VUID-vkCmdDrawIndirect-buffer-parameter**
  \( \text{buffer must be a valid } \text{VkBuffer} \text{ handle} \)

- **VUID-vkCmdDrawIndirect-commandBuffer-recording**
  \( \text{commandBuffer must be in the recording state} \)

- **VUID-vkCmdDrawIndirect-commandBuffer-cmdpool**
  The \( \text{VkCommandPool} \) that \( \text{commandBuffer} \) was allocated from must support graphics operations

- **VUID-vkCmdDrawIndirect-renderpass**
  This command must only be called inside of a render pass instance

- **VUID-vkCmdDrawIndirect-videocoding**
  This command must only be called outside of a video coding scope

- **VUID-vkCmdDrawIndirect-commonparent**
  Both of \( \text{buffer} \), and \( \text{commandBuffer must} \) have been created, allocated, or retrieved from the same \( \text{VkDevice} \)

Host Synchronization

- Host access to \( \text{commandBuffer must} \) be externally synchronized

- Host access to the \( \text{VkCommandPool} \) that \( \text{commandBuffer} \) was allocated from must be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The \( \text{VkDrawIndirectCommand} \) 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 shader objects are used for drawing or 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:
```c
// Provided by VK_VERSION_1_2
void vkCmdDrawIndirectCount(
    VkCommandBuffer commandBuffer,
    VkBuffer buffer,
    VkDeviceSize offset,
    VkBuffer countBuffer,
    VkDeviceSize countBufferOffset,
    uint32_t maxDrawCount,
    uint32_t stride);
```
or the equivalent command
```c
// Provided by VK_KHR_draw_indirect_count
void vkCmdDrawIndirectCountKHR(
    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**

1344
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

- VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-None-06479
If a VkImageView is sampled with depth comparison, the image view's format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT

- VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-OpTypeImage-07027
For any VkImageView being written as a storage image where the image format field of the OpTypeImage is Unknown, the view's format features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

- VUID-vkCmdDrawIndirectCount-OpTypeImage-07028
For any VkImageView being read as a storage image where the image format field of the OpTypeImage is Unknown, the view's format features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT
For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown`, the view's buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.

Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown` then the view's buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`.

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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, 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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, 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.

If the `shaderObject` feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command.

If a pipeline is 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any ` VkShaderEXT` bound to a stage corresponding 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 the shader object is enabled, either a valid pipeline **must** be bound to the pipeline bind point used by this command, or a valid combination of valid and `VK_NULL_HANDLE` shader objects **must** be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it **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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it **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 ` VkImage View` object that enables ` sampler Y'CbCr Conversion`, that object **must** only be used with `OpImageSample*` or `OpImageSparseSample*` instructions.
If a bound shader accesses a VkSampler or VkImageView object that enables Y’CbCr 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 created with a format other than VK_FORMAT_A8_UNORM_KHR 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 VkImageView created with the format VK_FORMAT_A8_UNORM_KHR is accessed using OpImageWrite as a result of this command, then the Type of the Texel operand of that instruction must have four components.

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.

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

- **VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-pDepthInputAttachmentIndex-09595**
  Input attachment views accessed in a dynamic render pass with a `InputAttachmentIndex` referenced by `VkRenderingInputAttachmentIndexInfoKHR`, or no `InputAttachmentIndex` if `VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex` or `VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex` are NULL, **must** be created with a `VkImageView` that is compatible with the corresponding color, depth, or stencil attachment in `VkRenderingInfo`

- **VUID-vkCmdDrawIndirectCount-pDepthInputAttachmentIndex-09596**
  Input attachment views accessed in a dynamic render pass via a shader object **must** have an `InputAttachmentIndex` if both `VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex` and `VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex` are non-NULL

- **VUID-vkCmdDrawIndirectCount-InputAttachmentIndex-09597**
  If an input attachment view accessed in a dynamic render pass via a shader object has an `InputAttachmentIndex`, the `InputAttachmentIndex` **must** match an index in `VkRenderingInputAttachmentIndexInfoKHR`

- **VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  - the `VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_COLOR_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` **must** not be accessed in any way other than as an attachment by this command

- **VUID-vkCmdDrawIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` **must** not be accessed in any way other than as an attachment by this command

- **VUID-vkCmdDrawIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the
currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in any way other than as an attachment by this command
  - VUID-vkCmdDrawIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
    - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
    - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_STENCIL_BIT` and
      - there is no currently bound graphics pipeline or
      - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in any way other than as an attachment by this command

  - VUID-vkCmdDrawIndirectCount-None-09003
    If an 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, storage image, or sampled image by this command
  - VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-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 in the current command buffer prior to this drawing command
  - VUID-vkCmdDrawIndirectCount-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 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 in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

If a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, `vkCmdSetLineWidth` must have been called 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` or `vkCmdSetDepthBias2EXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthBiasEnable` in the current command buffer set `depthBiasEnable` to `VK_TRUE`, `vkCmdSetDepthBias` or `vkCmdSetDepthBias2EXT` must have been called 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 in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer set any element of `pColorBlendEnables` to `VK_TRUE`, and the most recent call to...
vkCmdSetColorBlendEquationEXT in the current command buffer set the same element of pColorBlendEquations to a VkColorBlendEquationEXT structure with any VkBlendFactor member with a value of VK_BLEND_FACTOR_CONSTANT_COLOR, VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR, VK_BLEND_FACTOR_CONSTANT_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA, vkCmdSetBlendConstants must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-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 in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-08622**
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthBoundsTestEnable in the current command buffer set depthBoundsTestEnable to VK_TRUE, then vkCmdSetDepthBounds must have been called in the 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 in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-08623**
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, then vkCmdSetStencilCompareMask must have been called 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 in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-08624**
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, then vkCmdSetStencilWriteMask must have been called 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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08625
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilReference must have been called 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-None-07840
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_CULL_MODE dynamic state enabled then vkCmdSetCullMode must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08627
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetCullMode must have been called 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 vkCmdSetFrontFace must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08628
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetFrontFace must have been called 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 vkCmdSetDepthTestEnable must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08629
If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthTestEnable must have been called 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
vkCmdSetDepthWriteEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-None-08630
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthWriteEnable must have been called 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 vkCmdSetDepthCompareOp must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-None-08631
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, the most recent call to vkCmdSetDepthTestEnable in the current command buffer set depthTestEnable to VK_TRUE, then vkCmdSetDepthCompareOp must have been called 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 vkCmdSetDepthBoundsTestEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-None-08632
  If a shader object is bound to any graphics stage, and the depthBounds feature is enabled, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then the vkCmdSetDepthBoundsTestEnable must have been called 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 vkCmdSetStencilTestEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-None-08633
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetStencilTestEnable must have been called 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 vkCmdSetStencilOp must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-None-08634
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, then `vkCmdSetStencilOp` must have been called 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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` 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 `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `scissorCount` parameter of `vkCmdSetScissorWithCount` 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 `vkCmdSetViewportWithCount` and `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `scissorCount` parameter of `vkCmdSetScissorWithCount`.

- **VUID-vkCmdDrawIndirectCount-None-08635**
  If a shader object is bound to any graphics stage, then both `vkCmdSetViewportWithCount` and `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `scissorCount` parameter of `vkCmdSetScissorWithCount`.

- **VUID-vkCmdDrawIndirectCount-None-04876**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state enabled then `vkCmdSetRasterizerDiscardEnable` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-08639**
  If a shader object is bound to any graphics stage, then `vkCmdSetRasterizerDiscardEnable` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-04877**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE` dynamic state enabled then...
vkCmdSetDepthBiasEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-None-08640
  If a shader object is bound to any graphics stage, and the most recent call to
  vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthBiasEnable must have been
  called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-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 vkCmdSetViewportWithCount must have
  been called in the current command buffer prior to this drawing command, and the
  viewportCount parameter of vkCmdSetViewportWithCount must be 1

- VUID-vkCmdDrawIndirectCount-primitiveFragmentShadingRateWithMultipleViewports-
  08642
  If the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, and any
  shader object bound to a graphics stage writes to the PrimitiveShadingRateKHR built-in, then
  vkCmdSetViewportWithCount must have been called in the current command buffer prior to this
drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must be 1

- 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 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-vkCmdDrawIndirectCount-None-08643
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent
  call to vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, then for each color attachment in the render pass, if
  the corresponding image view’s format features do not contain
  VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT, then the corresponding member of
  pColorBlendEnables in the most recent call to vkCmdSetColorBlendEnableEXT in the current
  command buffer that affected that attachment index must have been VK_FALSE

- VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-None-08644
  If a shader object is bound to any graphics stage, and the most recent call to
  vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE,
then the most recent call to `vkCmdSetRasterizationSamplesEXT` in the current command buffer must have set `rasterizationSamples` to be the same as the number of samples for the current render pass color and/or depth/stencil attachments.

- **VUID-vkCmdDrawIndirectCount-None-08876** If a shader object is bound to any graphics stage, the current render pass instance must have been begun with `vkCmdBeginRendering`.

- **VUID-vkCmdDrawIndirectCount-imageView-06172** If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the depth attachment.

- **VUID-vkCmdDrawIndirectCount-imageView-06173** If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment.

- **VUID-vkCmdDrawIndirectCount-imageView-06174** If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, this command must not write any values to the depth attachment.

- **VUID-vkCmdDrawIndirectCount-imageView-06175** If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment.

- **VUID-vkCmdDrawIndirectCount-imageView-06176** If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, this command must not write any values to the depth attachment.

- **VUID-vkCmdDrawIndirectCount-imageView-06177** If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the stencil attachment.

- **VUID-vkCmdDrawIndirectCount-viewMask-06178** If the currently bound graphics pipeline must have been created with a `VkPipelineRenderingCreateInfo` viewMask equal to `VkRenderingInfo::viewMask`.

- **VUID-vkCmdDrawIndirectCount-colorAttachmentCount-06179** If the dynamicRenderingUnusedAttachments feature is not enabled and the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline must have been created with a `VkPipelineRenderingCreateInfo`.
If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline.

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`.

If the `dynamicRenderingUnusedAttachments` feature is enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline, or the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats`, if it exists, must be `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command for each discard rectangle in `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command.
If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-07881**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-08649**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-dynamicRenderingUnusedAttachments-08913**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectCount-dynamicRenderingUnusedAttachments-08914**
  If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline must be equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`.

- **VUID-vkCmdDrawIndirectCount-dynamicRenderingUnusedAttachments-08915**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`, the value of the format must be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectCount-dynamicRenderingUnusedAttachments-08916**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectCount-dynamicRenderingUnusedAttachments-08917**
  If current render pass instance was begun with `vkCmdBeginRendering`, the
If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is enabled, \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, and the value of \texttt{VkPipelineRenderingCreateInfo::stencilAttachmentFormat} used to create the currently bound graphics pipeline must be equal to the \texttt{VkFormat} used to create \texttt{VkRenderingInfo::pStencilAttachment->imageView}.

- \texttt{VUID-vkCmdDrawIndirectCount-dynamicRenderingUnusedAttachments-08918}
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{dynamicRenderingUnusedAttachments} feature is enabled, \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, and the value of \texttt{VkPipelineRenderingCreateInfo::stencilAttachmentFormat} used to create the currently bound graphics pipeline was not equal to the \texttt{VkFormat} used to create \texttt{VkRenderingInfo::pStencilAttachment->imageView}, the value of the format must be \texttt{VK_FORMAT_UNDEFINED}.

- \texttt{VUID-vkCmdDrawIndirectCount-imageView-06183}
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering} and \texttt{VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView} was not \texttt{VK_NULL_HANDLE}, the currently bound graphics pipeline must have been created with \texttt{VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR}.

- \texttt{VUID-vkCmdDrawIndirectCount-multisampledRenderToSingleSampled-07285}
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering} with a \texttt{VkRenderingInfo::colorAttachmentCount} parameter greater than 0, then each element of the \texttt{VkRenderingInfo::pColorAttachments} array with a \texttt{imageView} not equal to \texttt{VK_NULL_HANDLE} must have been created with a sample count equal to the value of \texttt{rasterizationSamples} for the currently bound graphics pipeline.

- \texttt{VUID-vkCmdDrawIndirectCount-multisampledRenderToSingleSampled-07286}
  If \texttt{VkRenderingInfo::pDepthAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, the value of \texttt{rasterizationSamples} for the currently bound graphics pipeline must be equal to the sample count used to create \texttt{VkRenderingInfo::pDepthAttachment->imageView}.

- \texttt{VUID-vkCmdDrawIndirectCount-multisampledRenderToSingleSampled-07287}
  If \texttt{VkRenderingInfo::pStencilAttachment->imageView} was not \texttt{VK_NULL_HANDLE}, the value of \texttt{rasterizationSamples} for the currently bound graphics pipeline must be equal to the sample count used to create \texttt{VkRenderingInfo::pStencilAttachment->imageView}.

- \texttt{VUID-vkCmdDrawIndirectCount-renderPass-06198}
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the currently bound pipeline must have been created with a \texttt{VkGraphicsPipelineCreateInfo::renderPass} equal to \texttt{VK_NULL_HANDLE}.

- \texttt{VUID-vkCmdDrawIndirectCount-pColorAttachments-08963}
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the \texttt{VkRenderingInfo::pColorAttachments->imageView} was not \texttt{VK_NULL_HANDLE}, then the corresponding element of \texttt{VkPipelineRenderingCreateInfo::pColorAttachmentFormats} used to create the pipeline must not be \texttt{VK_FORMAT_UNDEFINED}.

- \texttt{VUID-vkCmdDrawIndirectCount-pDepthAttachment-08964}
  If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the
**VkRenderingInfo::pDepthAttachment->imageView** was not **VK_NULL_HANDLE**, then the **VkPipelineRenderingCreateInfo::depthAttachmentFormat** used to create the pipeline **must not be** **VK_FORMAT_UNDEFINED**

- **VUID-vkCmdDrawIndirectCount-pStencilAttachment-08965**
  If the current render pass instance was begun with **vkCmdBeginRendering**, there is a graphics pipeline bound, stencil test is enabled and the **VkRenderingInfo::pStencilAttachment->imageView** was not **VK_NULL_HANDLE**, then the **VkPipelineRenderingCreateInfo::stencilAttachmentFormat** used to create the pipeline **must not be** **VK_FORMAT_UNDEFINED**

- **VUID-vkCmdDrawIndirectCount-None-07619**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT** dynamic state enabled then **vkCmdSetTessellationDomainOriginEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07620**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT** dynamic state enabled then **vkCmdSetDepthClampEnableEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-09237**
  If a shader object is bound to the **VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT** stage, then **vkCmdSetTessellationDomainOriginEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-08650**
  If the depthClamp feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to **vkCmdSetRasterizerDiscardEnable** in the current command buffer set **rasterizerDiscardEnable** to **VK_FALSE**, then **vkCmdSetDepthClampEnableEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07621**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_POLYGON_MODE_EXT** dynamic state enabled then **vkCmdSetPolygonModeEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-08651**
  If a shader object is bound to any graphics stage, and the most recent call to **vkCmdSetRasterizerDiscardEnable** in the current command buffer set **rasterizerDiscardEnable** to **VK_FALSE**, then **vkCmdSetPolygonModeEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07622**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT** dynamic state enabled then **vkCmdSetRasterizationSamplesEXT** **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-08652**
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetRasterizationSamplesEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-07623**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT` dynamic state enabled then `vkCmdSetSampleMaskEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-08653**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetSampleMaskEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-07624**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` dynamic state enabled then `vkCmdSetAlphaToCoverageEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-alphaToCoverageEnable-08919**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` dynamic state enabled, and `alphaToCoverageEnable` was `VK_TRUE` in the last call to `vkCmdSetAlphaToCoverageEnableEXT`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0.

- **VUID-vkCmdDrawIndirectCount-None-08654**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToCoverageEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-alphaToCoverageEnable-08920**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetAlphaToCoverageEnableEXT` in the current command buffer set `alphaToCoverageEnable` to `VK_TRUE`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0.

- **VUID-vkCmdDrawIndirectCount-None-07625**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` dynamic state enabled then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectCount-None-08655**
  If the `alphaToOne` feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command.
• VUID-vkCmdDrawIndirectCount-None-07626
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT` dynamic state enabled then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-08656
If the `logicOp` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-07627
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-08657
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and there are color attachments bound, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-07628
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-08658
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` for any attachment set that attachment's value in `pColorBlendEnables` to `VK_TRUE`, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-07629
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirectCount-None-08659
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and there are color attachments bound, then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.
• VUID-vkCmdDrawIndirectCount-None-07630
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` dynamic state enabled then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08660
  If the `geometryStreams` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_GEOMETRY_BIT` stage, then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-07633
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT` dynamic state enabled then `vkCmdSetDepthClipEnableEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08663
  If the `depthClipEnable` feature is enabled, and a shader object is bound to any graphics stage, then `vkCmdSetDepthClipEnableEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-07637
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic state enabled then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08666
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08667
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08668
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLineRasterizationModeEXT` must
have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-07638
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` dynamic state enabled then
  `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer
  prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08669
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and
  a shader object is bound to any graphics stage, and the most recent call to
  `vkCmdSetRasterizerDiscardEnable` in the current command buffer set
  `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to
  `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to
  `VK_POLYGON_MODE_LINE`, then `vkCmdSetLineStippleEnableEXT` must have been called in the
  current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08670
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and
  a shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to
  `vkCmdSetRasterizerDiscardEnable` in the current command buffer set
  `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to
  `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any
  line topology, then `vkCmdSetLineStippleEnableEXT` must have been called in the current
  command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08671
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and
  a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and
  the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set
  `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to
  `vkCmdSetLineStippleEnableEXT` in the current command buffer set
  `stippledLineEnable` to `VK_TRUE`, then `vkCmdSetLineStippleEXT` must have been called in the current
  command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-07849
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_LINE_STIPPLE_KHR` dynamic state enabled then `vkCmdSetLineStippleKHR`
  must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08672
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and
  a shader object is bound to any graphics stage, and the most recent call to
  `vkCmdSetRasterizerDiscardEnable` in the current command buffer set
  `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to
  `vkCmdSetLineStippleEnableEXT` in the current command buffer set `stippledLineEnable` to
  `VK_TRUE`, then `vkCmdSetLineStippleEXT` must have been called in the current command buffer
  prior to this drawing command

• VUID-vkCmdDrawIndirectCount-pColorBlendEnables-07470
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` state enabled and the last call to
  `vkCmdSetColorBlendEnableEXT` set `pColorBlendEnables` for any attachment to `VK_TRUE`,
then for those attachments in the subpass the corresponding image view's format features must contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`.

- **VUID-vkCmdDrawIndirectCount-rasterizationSamples-07471**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the `rasterizationSamples` in the last call to `vkCmdSetRasterizationSamplesEXT` must follow the rules for a zero-attachment subpass.

- **VUID-vkCmdDrawIndirectCount-samples-07472**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT` state enabled and the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state disabled, then the `samples` parameter in the last call to `vkCmdSetSampleMaskEXT` must be greater or equal to the `VkPipelineMultisampleStateCreateInfo::rasterizationSamples` parameter used to create the bound graphics pipeline.

- **VUID-vkCmdDrawIndirectCount-samples-07473**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT` state and `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` states enabled, then the `samples` parameter in the last call to `vkCmdSetSampleMaskEXT` must be greater or equal to the `rasterizationSamples` parameter in the last call to `vkCmdSetRasterizationSamplesEXT`.

- **VUID-vkCmdDrawIndirectCount-rasterizationSamples-07474**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state enabled, and neither the `VK_AMD_mixed_attachment_samples` nor the `VK_NV_framebuffer_mixed_samples` extensions are enabled, then the `rasterizationSamples` in the last call to `vkCmdSetRasterizationSamplesEXT` must be the same as the current subpass color and/or depth/stencil attachments.

- **VUID-vkCmdDrawIndirectCount-firstAttachment-07476**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEnableEXT` calls must specify an enable for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndirectCount-rasterizerDiscardEnable-09417**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEnableEXT` calls must specify an enable for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndirectCount-firstAttachment-07477**
  If the bound graphics pipeline state was created with the

---

1366
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEquationEXT` calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEquationEXT` calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorWriteMaskEXT` calls must specify the color write mask for all active color attachments in the current subpass.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorWriteMaskEXT` calls must specify the color write mask for all active color attachments in the current subpass.

If the primitives generated query with non-zero streams feature is not enabled and the `VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT` query is active, and the bound graphics pipeline was created with `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` state enabled, the last call to `vkCmdSetRasterizationStreamEXT` must have set the `rasterizationStream` to zero.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR`, then the `stippledRectangularLines` feature must be enabled.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
stippledLineEnable state is VK_TRUE and the current
lineRasterizationMode state is
VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR, then the stippledBresenhamLines feature must
be enabled

• VUID-vkCmdDrawIndirectCount-stippledLineEnable-07497
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
stippledLineEnable state is VK_TRUE and the current
lineRasterizationMode state is
VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR, then the stippledSmoothLines feature must
be enabled

• VUID-vkCmdDrawIndirectCount-stippledLineEnable-07498
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
stippledLineEnable state is VK_TRUE and the current
lineRasterizationMode state is
VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR, then the stippledRectangularLines feature must
be enabled and VkPhysicalDeviceLimits::strictLines must be VK_TRUE

• VUID-vkCmdDrawIndirectCount-None-08877
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT dynamic state
vkCmdSetAttachmentFeedbackLoopEnableEXT must have been called in the current
command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectCount-None-08684
If there is no bound graphics pipeline, vkCmdBindShadersEXT must have been called in the
current command buffer with pStages with an element of VK_SHADER_STAGE_VERTEX_BIT

• VUID-vkCmdDrawIndirectCount-None-08685
If there is no bound graphics pipeline, and the tessellationShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT

• VUID-vkCmdDrawIndirectCount-None-08686
If there is no bound graphics pipeline, and the tessellationShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT

• VUID-vkCmdDrawIndirectCount-None-08687
If there is no bound graphics pipeline, and the geometryShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_GEOMETRY_BIT

• VUID-vkCmdDrawIndirectCount-None-08688
If there is no bound graphics pipeline, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_FRAGMENT_BIT

• VUID-vkCmdDrawIndirectCount-None-08698
If any graphics shader is bound which was created with the
VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, then all shaders created with the
VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag in the same vkCreateShadersEXT call must also be bound

- VUID-vkCmdDrawIndirectCount-None-08699
  If any graphics shader is bound which was created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, any stages in between stages whose shaders which did not create a shader with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag as part of the same vkCreateShadersEXT call must not have any VkShaderEXT bound

- VUID-vkCmdDrawIndirectCount-None-08878
  All bound graphics shader objects must have been created with identical or identically defined push constant ranges

- VUID-vkCmdDrawIndirectCount-None-08879
  All bound graphics shader objects must have been created with identical or identically defined arrays of descriptor set layouts

- VUID-vkCmdDrawIndirectCount-None-08880
  If the attachmentFeedbackLoopDynamicState feature is enabled on the device, and a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetAttachmentFeedbackLoopEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-pDynamicStates-08715
  If the bound graphics pipeline state includes a fragment shader stage, was created with VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE set in VkPipelineDynamicStateCreateInfo ::pDynamicStates, and the fragment shader declares the EarlyFragmentTests execution mode and uses OpDepthAttachmentReadEXT, the depthWriteEnable parameter in the last call to vkCmdSetDepthWriteEnable must be VK_FALSE

- VUID-vkCmdDrawIndirectCount-pDynamicStates-08716
  If the bound graphics pipeline state includes a fragment shader stage, was created with VK_DYNAMIC_STATE_STENCIL_WRITE_MASK set in VkPipelineDynamicStateCreateInfo ::pDynamicStates, and the fragment shader declares the EarlyFragmentTests execution mode and uses OpStencilAttachmentReadEXT, the writeMask parameter in the last call to vkCmdSetStencilWriteMask must be 0

- VUID-vkCmdDrawIndirectCount-None-09116
  If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT, and the format of any color attachment is VK_FORMAT_E5B9G9R9_UFLOAT_PACK32, the corresponding element of the pColorWriteMasks parameter of vkCmdSetColorWriteMaskEXT 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

- VUID-vkCmdDrawIndirectCount-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-vkCmdDrawIndirectCount-None-09548
If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR` must match the value set for the corresponding element in the currently bound pipeline.

- **VUID-vkCmdDrawIndirectCount-None-09549**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline must match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

- **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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveTopology` must have been called 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 and the `dynamicPrimitiveTopologyUnrestricted` is `VK_FALSE`, then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopology` 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, then `vkCmdBindVertexBuffers2EXT` must have been called 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 there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetVertexInputEXT` must have been called in the current command buffer prior to this draw command.

- **VUID-vkCmdDrawIndirectCount-Input-07939**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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 there is a shader object bound to the **VK_SHADER_STAGE_VERTEX_BIT** stage 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 there is a shader object bound to the **VK_SHADER_STAGE_VERTEX_BIT** stage 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-vkCmdDrawIndirectCount-format-08937** If there is a shader object bound to the **VK_SHADER_STAGE_VERTEX_BIT** stage 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-vkCmdDrawIndirectCount-None-09203** If there is a shader object bound to the **VK_SHADER_STAGE_VERTEX_BIT** stage 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-vkCmdDrawIndirectCount-None-04879** If there is a shader object bound to the **VK_SHADER_STAGE_VERTEX_BIT** stage then **vkCmdSetPrimitiveRestartEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-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**, there is a shader object bound to the **VK_SHADER_STAGE_VERTEX_BIT** stage then **vkCmdSetPrimitiveRestartEnable** must be set to **VK_FALSE**

- **VUID-vkCmdDrawIndirectCount-buffer-02708** If **buffer** is non-sparse then it must be bound completely and contiguously to a single **VkDeviceMemory** object

- **VUID-vkCmdDrawIndirectCount-buffer-02709** **buffer** must have been created with the **VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT** bit set

- **VUID-vkCmdDrawIndirectCount-offset-02710** **offset** must be a multiple of 4

- **VUID-vkCmdDrawIndirectCount-commandBuffer-02711** **commandBuffer** must not be a protected command buffer

- **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-countBufferOffset-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-videocoding
This command **must** only be called outside of a video coding scope

- 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To record an indexed indirect drawing command, call:

```c
// Provided by VK_VERSION_1_0
do 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 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-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-None-06479
  If a VkImageView is sampled with depth comparison, the image view's format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_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-OpTypeImage-07027**
  For any `VkImageView` being written as a storage image where the image format field of the `OpTypeImage` is `Unknown`, the view’s format features must contain **VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT**

- **VUID-vkCmdDrawIndexedIndirect-OpTypeImage-07028**
  For any `VkImageView` being read as a storage image where the image format field of the `OpTypeImage` is `Unknown`, the view’s format features must contain **VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT**

- **VUID-vkCmdDrawIndexedIndirect-OpTypeImage-07029**
  For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown`, the view’s buffer features must contain **VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT**

- **VUID-vkCmdDrawIndexedIndirect-OpTypeImage-07030**
  Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown` then the view’s buffer features must contain **VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT**

- **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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, 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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in **Pipeline Layout Compatibility**

- **VUID-vkCmdDrawIndexedIndirect-None-08602**
  If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, 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**
  If the `shaderObject` feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command

- **VUID-vkCmdDrawIndexedIndirect-None-08608**
  If a pipeline is 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-vkCmdDrawIndexedIndirect-None-08609
  If the VkPipeline object bound to the pipeline bind point used by this command or any VkShaderEXT bound to a stage corresponding 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 or any VkShaderEXT bound to a stage corresponding 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 or any VkShaderEXT bound to a stage corresponding 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-None-08607
  If the shaderObject is enabled, either a valid pipeline **must** be bound to the pipeline bind point used by this command, or a valid combination of valid and VK_NULL_HANDLE shader objects **must** be bound to every supported shader stage corresponding to the pipeline bind point used by this command

- 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-None-08612
  If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it **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-None-08613
  If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer,
it **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 YC<sub>a</sub>C<sub>r</sub> 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 YC<sub>a</sub>C<sub>r</sub> 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` created with a format other than `VK_FORMAT_A8_UNORM_KHR` 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-vkCmdDrawIndexedIndirect-OpImageWrite-08796**
  If a `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction **must** have four components

- **VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-None-07288**
  Any shader invocation executed by this command **must** terminate

- **VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-None-07748**
  If any shader statically accesses an input attachment, a valid descriptor must be bound to the pipeline via a descriptor set.

- **VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-pDepthInputAttachmentIndex-09595**
  Input attachment views accessed in a dynamic render pass with a InputAttachmentIndex referenced by VkRenderingInputAttachmentIndexInfoKHR, or no InputAttachmentIndex if VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex or VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex are NULL, must be created with a VkImageView that is compatible with the corresponding color, depth, or stencil attachment in VkRenderingInfo.

- **VUID-vkCmdDrawIndexedIndirect-pDepthInputAttachmentIndex-09596**
  Input attachment views accessed in a dynamic render pass via a shader object must have an InputAttachmentIndex if both VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex and VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex are non-NULL.

- **VUID-vkCmdDrawIndexedIndirect-InputAttachmentIndex-09597**
  If an input attachment view accessed in a dynamic render pass via a shader object has an InputAttachmentIndex, the InputAttachmentIndex must match an index in VkRenderingInputAttachmentIndexInfoKHR.

- **VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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 is not in the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACKLOOP_OPTIMAL_EXT image layout, and either:
  - the VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACKLOOP_BIT_EXT is set on the currently bound pipeline or
  - the last call to vkCmdSetAttachmentFeedbackLoopEnableEXT included VK_IMAGE_ASPECT_COLOR_BIT and
- if there is no currently bound graphics pipeline or
- if the currently bound graphics pipeline was created with
  `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in
  any way other than as an attachment by this command

**VUID-vkCmdDrawIndexedIndirect-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:

- the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
- the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
  - if there is no currently bound graphics pipeline or
  - if the currently bound graphics pipeline was created with
    `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in
    any way other than as an attachment by this command

**VUID-vkCmdDrawIndexedIndirect-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:

- the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
- the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_STENCIL_BIT` and
  - if there is no currently bound graphics pipeline or
  - if the currently bound graphics pipeline was created with
    `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in
    any way other than as an attachment by this command

**VUID-vkCmdDrawIndexedIndirect-None-09003**
If an 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, storage image, or sampled image by this command

**VUID-vkCmdDrawIndexedIndirect-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, storage image, or sampled image by this command

**VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08617
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to VK_POLYGON_MODE_LINE, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08618
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08619
  If a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-07834
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BIAS dynamic state enabled then vkCmdSetDepthBias or vkCmdSetDepthBias2EXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08620
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthBiasEnable in the current command buffer set depthBiasEnable to VK_TRUE, vkCmdSetDepthBias or vkCmdSetDepthBias2EXT must have been called 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 in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer set any element of `pColorBlendEnables` to `VK_TRUE`, and the most recent call to `vkCmdSetColorBlendEquationEXT` in the current command buffer set the same element of `pColorBlendEquations` to a `VkColorBlendEquationEXT` structure with any `VkBlendFactor` member with a value of `VK_BLEND_FACTOR_CONSTANT_COLOR`, `VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR`, `VK_BLEND_FACTOR_CONSTANT_ALPHA`, or `VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA`, `vkCmdSetBlendConstants` must have been called 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 in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthBoundsTestEnable` in the current command buffer set `depthBoundsTestEnable` to `VK_TRUE`, then `vkCmdSetDepthBounds` must have been called 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 in the current command buffer prior to this drawing command.
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, `vkCmdSetStencilWriteMask` must have been called 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 in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetCullMode` must have been called 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 `vkCmdSetFrontFace` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetFrontFace` must have been called 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 state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthTestEnable` must have been called in the current command buffer prior to this drawing command.
this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08629
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthTestEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-07844
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` dynamic state enabled then `vkCmdSetDepthWriteEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-08630
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthWriteEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-07845
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_COMPARE_OP` dynamic state enabled then `vkCmdSetDepthCompareOp` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-08631
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthTestEnable` in the current command buffer set `depthTestEnable` to `VK_TRUE`, then `vkCmdSetDepthCompareOp` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-07846
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthBoundsTestEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-08632
  If a shader object is bound to any graphics stage, and the `depthBounds` feature is enabled, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then the `vkCmdSetDepthBoundsTestEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-07847
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE` dynamic state enabled then `vkCmdSetStencilTestEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-08633
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetStencilTestEnable` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-None-07848**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_OP` dynamic state enabled then `vkCmdSetStencilOp` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-None-08634**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, then `vkCmdSetStencilOp` must have been called 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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `VkPipelineViewportStateCreateInfo::scissorCount` 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 `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `scissorCount` parameter of `vkCmdSetScissorWithCount` must match the `VkPipelineViewportStateCreateInfo::viewportCount` of the pipeline.

- **VUID-vkCmdDrawIndexedIndirect-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 `vkCmdSetViewportWithCount` and `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `scissorCount` parameter of `vkCmdSetScissorWithCount`.

- **VUID-vkCmdDrawIndexedIndirect-None-08635**
  If a shader object is bound to any graphics stage, then both `vkCmdSetViewportWithCount` and `vkCmdSetScissorWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must match the `scissorCount` parameter of `vkCmdSetScissorWithCount`.

- **VUID-vkCmdDrawIndexedIndirect-None-04876**
  If the bound graphics pipeline state was created with the
If a shader object is bound to any graphics stage, then `vkCmdSetRasterizerDiscardEnable` must have been called 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 `vkCmdSetDepthBiasEnable` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthBiasEnable` must have been called in the current command buffer prior to this drawing command.

If the primitive fragment shading rate with multiple viewports 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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` 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 `pAttachments` member of `pColorBlendState` must be `VK_FALSE`.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then for each color attachment in the render pass, if the corresponding image view's format features do not contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`, then the corresponding member of `pColorBlendEnables` in the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer that affected that attachment index must have been `VK_FALSE`.
If rasterization is not disabled in the bound graphics pipeline, then \textit{rasterizationSamples} for the currently bound graphics pipeline \textbf{must} be the same as the current subpass color and/or depth/stencil attachments.

If a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then the most recent call to \texttt{vkCmdSetRasterizationSamplesEXT} in the current command buffer \textbf{must} have set \textit{rasterizationSamples} to be the same as the number of samples for the current render pass color and/or depth/stencil attachments.

If a shader object is bound to any graphics stage, the current render pass instance \textbf{must} have been begun with \texttt{vkCmdBeginRendering}.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pDepthAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the depth attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pStencilAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pStencilAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the stencil attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pDepthAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the stencil attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pDepthAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the depth attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pStencilAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pStencilAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the stencil attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pDepthAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the depth attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pStencilAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the stencil attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pDepthAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the stencil attachment.

If the current render pass instance was begun with \texttt{vkCmdBeginRendering}, the \texttt{imageView} member of \texttt{pDepthAttachment} is not \texttt{VK_NULL_HANDLE}, and the \texttt{layout} member of \texttt{pDepthAttachment} is \texttt{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL}, this command \textbf{must} not write any values to the depth attachment.
pStencilAttachment is VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL, this command must not write any values to the stencil attachment

- VUID-vkCmdDrawIndexedIndirect-viewMask-06178
  If the current render pass instance was begun with vkCmdBeginRendering, the currently bound graphics pipeline must have been created with a VkPipelineRenderingCreateInfo::viewMask equal to VkRenderingInfo::viewMask

- VUID-vkCmdDrawIndexedIndirect-colorAttachmentCount-06179
  If the dynamicRenderingUnusedAttachments feature is not enabled and the current render pass instance was begun with vkCmdBeginRendering, the currently bound graphics pipeline must have been created with a VkPipelineRenderingCreateInfo::colorAttachmentCount equal to VkRenderingInfo::colorAttachmentCount

- VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08910
  If the dynamicRenderingUnusedAttachments feature is not enabled, and the current render pass instance was begun with vkCmdBeginRendering and VkRenderingInfo::colorAttachmentCount greater than 0, then each element of the VkRenderingInfo::pColorAttachments array with an imageView not equal to VK_NULL_HANDLE must have been created with a VkFormat equal to the corresponding element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats used to create the currently bound graphics pipeline

- VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08912
  If the dynamicRenderingUnusedAttachments feature is not enabled, and the current render pass instance was begun with vkCmdBeginRendering and VkRenderingInfo::colorAttachmentCount greater than 0, then each element of the VkRenderingInfo::pColorAttachments array with an imageView equal to VK_NULL_HANDLE must have the corresponding element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats used to create the currently bound pipeline equal to VK_FORMAT_UNDEFINED

- VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08911
  If the dynamicRenderingUnusedAttachments feature is enabled, and the current render pass instance was begun with vkCmdBeginRendering and VkRenderingInfo::colorAttachmentCount greater than 0, then each element of the VkRenderingInfo::pColorAttachments array with an imageView not equal to VK_NULL_HANDLE must have been created with a VkFormat equal to the corresponding element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats used to create the currently bound graphics pipeline, or the corresponding element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats, if it exists, must be VK_FORMAT_UNDEFINED

- VUID-vkCmdDrawIndexedIndirect-None-07751
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT dynamic state enabled then vkCmdSetDiscardRectangleEXT must have been called in the current command buffer prior to this drawing command for each discard rectangle in VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount

- VUID-vkCmdDrawIndexedIndirect-None-07880
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT dynamic state enabled then
vkCmdSetDiscardRectangleEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-rasterizerDiscardEnable-09236
  If the VK_EXT_discard_rectangles extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDiscardRectangleEnableEXT in the current command buffer set discardRectangleEnable to VK_TRUE, then vkCmdSetDiscardRectangleEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08648
  If the VK_EXT_discard_rectangles extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDiscardRectangleEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-07881
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT dynamic state enabled then vkCmdSetDiscardRectangleModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08649
  If the VK_EXT_discard_rectangles extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDiscardRectangleEnableEXT in the current command buffer set discardRectangleEnable to VK_TRUE, then vkCmdSetDiscardRectangleModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08913
  If the current render pass instance was begun with vkCmdBeginRendering, the dynamicRenderingUnusedAttachments feature is not enabled, and VkRenderingInfo::pDepthAttachment->imageView was VK_NULL_HANDLE, the value of VkPipelineRenderingCreateInfo::depthAttachmentFormat used to create the currently bound graphics pipeline must be equal to VK_FORMAT_UNDEFINED

- VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08914
  If current render pass instance was begun with vkCmdBeginRendering, the dynamicRenderingUnusedAttachments feature is not enabled, and VkRenderingInfo::pDepthAttachment->imageView was not VK_NULL_HANDLE, the value of VkPipelineRenderingCreateInfo::depthAttachmentFormat used to create the currently bound graphics pipeline must be equal to the VkFormat used to create VkRenderingInfo::pDepthAttachment->imageView

- VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08915
  If the current render pass instance was begun with vkCmdBeginRendering, the dynamicRenderingUnusedAttachments feature is enabled, VkRenderingInfo::pDepthAttachment->imageView was not VK_NULL_HANDLE, and the value of VkPipelineRenderingCreateInfo::depthAttachmentFormat used to create the currently bound
graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`, the value of the format must be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08916**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08917**
  If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline must be equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`.

- **VUID-vkCmdDrawIndexedIndirect-dynamicRenderingUnusedAttachments-08918**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`, the value of the format must be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndexedIndirect-imageView-06183**
  If the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was not `VK_NULL_HANDLE`, the currently bound graphics pipeline must have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`.

- **VUID-vkCmdDrawIndexedIndirect-multisampledRenderToSingleSampled-07285**
  If the current render pass instance was begun with `vkCmdBeginRendering` with a `VkRenderingInfo::colorAttachmentCount` parameter greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with a `imageView` not equal to `VK_NULL_HANDLE` must have been created with a sample count equal to the value of `rasterizationSamples` for the currently bound graphics pipeline.

- **VUID-vkCmdDrawIndexedIndirect-multisampledRenderToSingleSampled-07286**
  If `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pDepthAttachment->imageView`.

- **VUID-vkCmdDrawIndexedIndirect-multisampledRenderToSingleSampled-07287**
  If `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pStencilAttachment->imageView`.

- **VUID-vkCmdDrawIndexedIndirect-renderPass-06198**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound pipeline must have been created with a `VkGraphicsPipelineCreateInfo::renderPass` equal to `VK_NULL_HANDLE`. 

1389
If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the `VkRenderingInfo::pColorAttachments->imageView` was not `VK_NULL_HANDLE`, then the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, stencil test is enabled and the `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT` dynamic state enabled then `vkCmdSetTessellationDomainOriginEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT` dynamic state enabled then `vkCmdSetDepthClampEnableEXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage, then `vkCmdSetTessellationDomainOriginEXT` must have been called in the current command buffer prior to this drawing command.

If the `depthClamp` feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthClampEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_POLYGON_MODE_EXT` dynamic state enabled then `vkCmdSetPolygonModeEXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetPolygonModeEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-07622
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT dynamic state enabled then vkCmdSetRasterizationSamplesEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08652
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetRasterizationSamplesEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-07623
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT dynamic state enabled then vkCmdSetSampleMaskEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-08653
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetSampleMaskEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-None-07624
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled then vkCmdSetAlphaToCoverageEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-alphaToCoverageEnable-08919
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled, and alphaToCoverageEnable was VK_TRUE in the last call to vkCmdSetAlphaToCoverageEnableEXT, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0

- VUID-vkCmdDrawIndexedIndirect-None-08654
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetAlphaToCoverageEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-alphaToCoverageEnable-08920
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetAlphaToCoverageEnableEXT in the current command buffer set alphaToCoverageEnable to VK_TRUE, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0

- VUID-vkCmdDrawIndexedIndirect-None-07625
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` dynamic state enabled then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-08655**
  If the `alphaToOne` feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAlphaToOneEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-07626**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT` dynamic state enabled then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-08656**
  If the `logicOp` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-07627**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-08657**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-07628**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-08658**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` for any attachment set that attachment’s value in `pColorBlendEnables` to `VK_TRUE`, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-None-07629**
  If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT dynamic state enabled then
vkCmdSetColorWriteMaskEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08659
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and both the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE and there are color attachments bound, then vkCmdSetColorWriteMaskEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-07630
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT dynamic state enabled then vkCmdSetRasterizationStreamEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08660
  If the geometryStreams feature is enabled, and a shader object is bound to the VK_SHADER_STAGE_GEOMETRY_BIT stage, then vkCmdSetRasterizationStreamEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-07633
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT dynamic state enabled then vkCmdSetDepthClipEnableEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08663
  If the depthClipEnable feature is enabled, and a shader object is bound to any graphics stage, then vkCmdSetDepthClipEnableEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-07637
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic state enabled then vkCmdSetLineRasterizationModeEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08666
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to VK_POLYGON_MODE_LINE, then vkCmdSetLineRasterizationModeEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08667
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to the VK_SHADER_STAGE_VERTEX_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to
vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, then vkCmdSetLineRasterizationModeEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08668
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetLineRasterizationModeEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-07638
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT dynamic state enabled then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08669
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to VK_POLYGON_MODE_LINE, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08670
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to the VK_SHADER_STAGE_VERTEX_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any line topology, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08671
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object that outputs line primitives is bound to the VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-07849
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_STIPPLE_KHR dynamic state enabled then vkCmdSetLineStippleKHR must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-08672
If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetLineWidthStippleEnableEXT in the current command buffer set stippledLineEnable to VK_TRUE, then vkCmdSetLineWidthStippleEXT must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirect-pColorBlendEnable-07470**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT state enabled and the last call to vkCmdSetColorBlendEnableEXT set pColorBlendEnable for any attachment to VK_TRUE, then for those attachments in the subpass the corresponding image view’s format features must contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT

- **VUID-vkCmdDrawIndexedIndirect-rasterizationSamples-07471**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must follow the rules for a zero-attachment subpass

- **VUID-vkCmdDrawIndexedIndirect-samples-07472**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state enabled and the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state disabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the VkPipelineMultisampleStateCreateInfo::rasterizationSamples parameter used to create the bound graphics pipeline

- **VUID-vkCmdDrawIndexedIndirect-samples-07473**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state and VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT states enabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the rasterizationSamples parameter in the last call to vkCmdSetRasterizationSamplesEXT

- **VUID-vkCmdDrawIndexedIndirect-rasterizationSamples-07474**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and neither the VK_AMD_mixed_attachment_samples nor the VK_NV_framebuffer_mixed_samples extensions are enabled, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must be the same as the current subpass color and/or depth/stencil attachments

- **VUID-vkCmdDrawIndexedIndirect-firstAttachment-07476**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT dynamic state enabled then vkCmdSetColorBlendEnableEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

- **VUID-vkCmdDrawIndexedIndirect-rasterizerDiscardEnable-09417**
If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEnableEXT` calls must specify an enable for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndexedIndirect-firstAttachment-07477**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEquationEXT` calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled.

- **VUID-vkCmdDrawIndexedIndirect-rasterizerDiscardEnable-09418**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorBlendEquationEXT` calls must specify the blend equations for all active color attachments in the current subpass where blending is enabled.

- **VUID-vkCmdDrawIndexedIndirect-firstAttachment-07478**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorWriteMaskEXT` calls must specify the color write mask for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndexedIndirect-rasterizerDiscardEnable-09419**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command, and the attachments specified by the `firstAttachment` and `attachmentCount` parameters of `vkCmdSetColorWriteMaskEXT` calls must specify the color write mask for all active color attachments in the current subpass.

- **VUID-vkCmdDrawIndexedIndirect-primitivesGeneratedQueryWithNonZeroStreams-07481**
  If the `primitivesGeneratedQueryWithNonZeroStreams` feature is not enabled and the `VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT` query is active, and the bound graphics pipeline was created with `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` state enabled, the last call to `vkCmdSetRasterizationStreamEXT` must have set the `rasterizationStream` to zero.
• VUID-vkCmdDrawIndexedIndirect-stippledLineEnable-07495
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or
  `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current
  `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is
  `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR`, then the `stippledRectangularLines` feature
  must be enabled.

• VUID-vkCmdDrawIndexedIndirect-stippledLineEnable-07496
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or
  `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current
  `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is
  `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR`, then the `stippledBresenhamLines` feature
  must be enabled.

• VUID-vkCmdDrawIndexedIndirect-stippledLineEnable-07497
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or
  `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current
  `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is
  `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, then the `stippledSmoothLines` feature
  must be enabled.

• VUID-vkCmdDrawIndexedIndirect-stippledLineEnable-07498
  If the bound graphics pipeline state was created with the
  `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or
  `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current
  `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is
  `VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR`, then the `stippledRectangularLines` feature
  must be enabled and `VkPhysicalDeviceLimits::strictLines` must be `VK_TRUE`.

• VUID-vkCmdDrawIndexedIndirect-None-08877
  If there is no bound graphics pipeline, `vkCmdBindShadersEXT` must have been called in the current
  command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirect-None-08684
  If there is no bound graphics pipeline, `vkCmdBindShadersEXT` must have been called in the current
  command buffer with `pStages` with an element of `VK_SHADER_STAGE_VERTEX_BIT`.

• VUID-vkCmdDrawIndexedIndirect-None-08685
  If there is no bound graphics pipeline, and the `tessellationShader` feature is enabled,
  `vkCmdBindShadersEXT` must have been called in the current command buffer with `pStages`
  with an element of `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`.

• VUID-vkCmdDrawIndexedIndirect-None-08686
  If there is no bound graphics pipeline, and the `tessellationShader` feature is enabled,
  `vkCmdBindShadersEXT` must have been called in the current command buffer with `pStages`
  with an element of `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`.

• VUID-vkCmdDrawIndexedIndirect-None-08687
If there is no bound graphics pipeline, and the geometryShader feature is enabled, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_GEOMETRY_BIT

- VUID-vkCmdDrawIndexedIndirect-None-08688
  If there is no bound graphics pipeline, vkCmdBindShadersEXT must have been called in the current command buffer with pStages with an element of VK_SHADER_STAGE_FRAGMENT_BIT

- VUID-vkCmdDrawIndexedIndirect-None-08698
  If any graphics shader is bound which was created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, then all shaders created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag in the same vkCreateShadersEXT call must also be bound

- VUID-vkCmdDrawIndexedIndirect-None-08699
  If any graphics shader is bound which was created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, any stages in between stages whose shaders which did not create a shader with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag as part of the same vkCreateShadersEXT call must not have any VkShaderEXT bound

- VUID-vkCmdDrawIndexedIndirect-None-08878
  All bound graphics shader objects must have been created with identical or identically defined push constant ranges

- VUID-vkCmdDrawIndexedIndirect-None-08879
  All bound graphics shader objects must have been created with identical or identically defined arrays of descriptor set layouts

- VUID-vkCmdDrawIndexedIndirect-None-08880
  If the attachmentFeedbackLoopDynamicState feature is enabled on the device, and a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetAttachmentFeedbackLoopEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirect-pDynamicStates-08715
  If the bound graphics pipeline state includes a fragment shader stage, was created with VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE set in VkPipelineDynamicStateCreateInfo ::pDynamicStates, and the fragment shader declares the EarlyFragmentTests execution mode and uses OpDepthAttachmentReadEXT, the depthWriteEnable parameter in the last call to vkCmdSetDepthWriteEnable must be VK_FALSE

- VUID-vkCmdDrawIndexedIndirect-pDynamicStates-08716
  If the bound graphics pipeline state includes a fragment shader stage, was created with VK_DYNAMIC_STATE_STENCIL_WRITE_MASK set in VkPipelineDynamicStateCreateInfo ::pDynamicStates, and the fragment shader declares the EarlyFragmentTests execution mode and uses OpStencilAttachmentReadEXT, the writeMask parameter in the last call to vkCmdSetStencilWriteMask must be 0

- VUID-vkCmdDrawIndexedIndirect-None-09116
  If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT, and the format of any color attachment is VK_FORMAT_E5B9G9R9_UFLOAT_PACK32, the corresponding element of the
The `pColorWriteMasks` parameter of `vkCmdSetColorWriteMaskEXT` 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.

- **VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-None-09548**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR` must match the value set for the corresponding element in the currently bound pipeline.

- **VUID-vkCmdDrawIndexedIndirect-None-09549**
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline must match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

- **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 `VK_NULL_HANDLE` buffers bound.

- **VUID-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-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-vkCmdDrawIndexedIndirect-None-07842**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveTopology` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-dynamicPrimitiveTopologyUnrestricted-07500**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` dynamic state enabled and the `dynamicPrimitiveTopologyUnrestricted` is `VK_FALSE`, then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopology` must be of the same topology class as the pipeline `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, then
vkCmdBindVertexBuffers2EXT must have been called 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 there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetVertexInputEXT must have been called in the current command buffer prior to this draw command

- VUID-vkCmdDrawIndexedIndirect-Input-07939
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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-None-08734
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then all variables at the corresponding Location in the Vertex Execution Model OpEntryPoint must have a 64-bit component

- VUID-vkCmdDrawIndexedIndirect-None-08936
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 the same as VkVertexInputAttributeDescription2EXT::format

- VUID-vkCmdDrawIndexedIndirect-None-08937
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 be 64-bit

- VUID-vkCmdDrawIndexedIndirect-None-09203
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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-04879
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveRestartEnable must have been called 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, there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveRestartEnable 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
  valid index buffer must be bound

• VUID-vkCmdDrawIndexedIndirect-robustBufferAccess2-07825
  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

• 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 * (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
This command must only be called outside of a video coding scope.

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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 shader objects are used for drawing or 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 × (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 or vkCmdBindIndexBuffer2KHR. If vkCmdBindIndexBuffer2KHR is used to bind the index buffer, the size of the bound index buffer is vkCmdBindIndexBuffer2KHR::size

• 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:

```c
// Provided by VK_VERSION_1_2
void vkCmdDrawIndexedIndirectCount(  
    VkCommandBuffer commandBuffer,  
    VkBuffer buffer,  
    VkDeviceSize offset,  
    VkBuffer countBuffer,  
    VkDeviceSize countBufferOffset,  
    uint32_t maxDrawCount,  
    uint32_t stride);
```

or the equivalent command
void vkCmdDrawIndexedIndirectCountKHR(
    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`
• VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-None-06479
  If a VkImageView is sampled with depth comparison, the image view’s format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT

• VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-OpTypeImage-07027
  For any VkImageView being written as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

• VUID-vkCmdDrawIndexedIndirectCount-OpTypeImage-07028
  For any VkImageView being read as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

• VUID-vkCmdDrawIndexedIndirectCount-OpTypeImage-07029
  For any VkBufferView being written as a storage texel buffer where the image format field of the OpTypeImage is Unknown, the view’s buffer features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

• VUID-vkCmdDrawIndexedIndirectCount-OpTypeImage-07030
  For any VkBufferView being read as a storage texel buffer where the image format field of the OpTypeImage is Unknown, the view’s buffer features must contain VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT

• VUID-vkCmdDrawIndexedIndirectCount-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 or the VkDescriptorSetLayout array used to create the current VkShaderEXT, as described in Pipeline Layout Compatibility

- VUID-vkCmdDrawIndexedIndirectCount-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 or the VkDescriptorSetLayout array used to create the current VkShaderEXT, as described in Pipeline Layout Compatibility

- VUID-vkCmdDrawIndexedIndirectCount-maintenance4-08602
  If the maintenance4 feature is not enabled, then 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 or the VkDescriptorSetLayout and VkPushConstantRange arrays used to create the current VkShaderEXT, as described in Pipeline Layout Compatibility

- VUID-vkCmdDrawIndexedIndirectCount-None-08606
  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-vkCmdDrawIndexedIndirectCount-None-08608
  If the shaderObject feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command

- VUID-vkCmdDrawIndexedIndirectCount-None-08609
  If a pipeline is 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-vkCmdDrawIndexedIndirectCount-None-08610
  If the VkPipeline object bound to the pipeline bind point used by this command or any VkShaderEXT bound to a stage corresponding 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-vkCmdDrawIndexedIndirectCount-None-08611
  If the VkPipeline object bound to the pipeline bind point used by this command or any VkShaderEXT bound to a stage corresponding 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
instructions that includes a LOD bias or any offset values, in any shader stage

- VUID-vkCmdDrawIndexedIndirectCount-None-08607
  If the shaderObject is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and VK_NULL_HANDLE shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command

- VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-ConstOffset-06551
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y'C aC k conversion, that object must only be used with OpImageSample* or OpImageSparseSample* instructions

- 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
If a `VkImageView` created with a format other than `VK_FORMAT_A8_UNORM_KHR` 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 `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have four components.

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.

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.

Input attachment views accessed in a dynamic render pass with a `InputAttachmentIndex` referenced by `VkRenderingInputAttachmentIndexInfoKHR`, or no `InputAttachmentIndex` if `VkRenderingInputAttachmentIndexInfoKHR::pDepthInputAttachmentIndex` or
**VkRenderingInputAttachmentIndexInfoKHR**: If both `pDepthInputAttachmentIndex` and `pStencilInputAttachmentIndex` are non-NULL, the `InputAttachmentIndex` must match an index in `VkRenderingInputAttachmentIndexInfoKHR`.

If an input attachment view accessed in a dynamic render pass via a shader object has an `InputAttachmentIndex`, the `InputAttachmentIndex` must have an `InputAttachmentIndex` if both `VkRenderingInputAttachmentIndexInfoKHR` are NULL, and must be created with a `VkImageView` that is compatible with the corresponding color, depth, or stencil attachment in `VkRenderingInfo`.

- VUID-vkCmdDrawIndexedIndirectCount-pDepthInputAttachmentIndex-09596
  Input attachment views accessed in a dynamic render pass via a shader object must have an `InputAttachmentIndex` if both `VkRenderingInputAttachmentIndexInfoKHR` are non-NULL.

- VUID-vkCmdDrawIndexedIndirectCount-InputAttachmentIndex-09597
  If an input attachment view accessed in a dynamic render pass via a shader object has an `InputAttachmentIndex`, the `InputAttachmentIndex` must match an index in `VkRenderingInputAttachmentIndexInfoKHR`.

- VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:

  - the `VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_COLOR_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in any way other than as an attachment by this command.

- VUID-vkCmdDrawIndexedIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:

  - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_DEPTH_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in any way other than as an attachment by this command.

- VUID-vkCmdDrawIndexedIndirectCount-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 is not in the `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:

  - the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the currently bound pipeline or
  - the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included `VK_IMAGE_ASPECT_STENCIL_BIT` and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in any way other than as an attachment by this command.
VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT image layout, and either:

- the VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT is set on the currently bound pipeline or
- the last call to vkCmdSetAttachmentFeedbackLoopEnableEXT included VK_IMAGE_ASPECT_STENCIL_BIT and
  - there is no currently bound graphics pipeline or
  - the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT it must not be accessed in any way other than as an attachment by this command

- VUID-vkCmdDrawIndexedIndirectCount-None-09003
  If an 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, storage image, or sampled image by this command

- VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-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 in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08617
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to VK_POLYGON_MODE_LINE, vkCmdSetLineWidth must have been called in the current command buffer prior to this drawing command
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

If a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, `vkCmdSetLineWidth` must have been called 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` or `vkCmdSetDepthBias2EXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer set any element of `pColorBlendEnables` to `VK_TRUE`, and the most recent call to `vkCmdSetColorBlendEquationEXT` in the current command buffer set the same element of `pColorBlendEquations` to a `VkColorBlendEquationEXT` structure with any `VkBlendFactor` member with a value of `VK_BLEND_FACTOR_CONSTANT_COLOR`, `VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR`, `VK_BLEND_FACTOR_CONSTANT_ALPHA`, or `VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA`, `vkCmdSetBlendConstants` must have been called 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 in the current command buffer prior to this drawing command.
If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthBoundsTestEnable` in the current command buffer set `depthBoundsTestEnable` to `VK_TRUE`, then `vkCmdSetDepthBounds` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCILCOMPAREMASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilCompareMask` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, `vkCmdSetStencilCompareMask` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCILWRITEMASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilWriteMask` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, `vkCmdSetStencilWriteMask` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCILREFERENCE` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilReference` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, `vkCmdSetStencilReference` must have been called 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`

- **VUID-vkCmdDrawIndexedIndirectCount-None-07840**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_CULL_MODE` dynamic state enabled then `vkCmdSetCullMode` **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08627**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetCullMode` **must** have been called 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 `vkCmdSetFrontFace` **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08628**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetFrontFace` **must** have been called 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 `vkCmdSetDepthTestEnable` **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08629**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthTestEnable` **must** have been called 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 `vkCmdSetDepthWriteEnable` **must** have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08630**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthWriteEnable` **must** have been called 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 `vkCmdSetDepthCompareOp` **must** have been called in the current command buffer prior
to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08631**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthTestEnable` in the current command buffer set `depthTestEnable` to `VK_TRUE`, then `vkCmdSetDepthCompareOp` must have been called 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 `vkCmdSetDepthBoundsTestEnable` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08632**
  If a shader object is bound to any graphics stage, and the `depthBounds` feature is enabled, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then the `vkCmdSetDepthBoundsTestEnable` must have been called 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 `vkCmdSetStencilTestEnable` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08633**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, then `vkCmdSetStencilOp` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of
vkCmdSetViewportWithCount must match the VkPipelineViewportStateCreateInfo::scissorCount of the pipeline

- VUID-vkCmdDrawIndexedIndirectCount-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 vkCmdSetScissorWithCount must have been called in the current command buffer prior to this drawing command, and the scissorCount parameter of vkCmdSetScissorWithCount 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 states enabled then both vkCmdSetViewportWithCount and vkCmdSetScissorWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must match the scissorCount parameter of vkCmdSetScissorWithCount

- VUID-vkCmdDrawIndexedIndirectCount-None-08635
  If a shader object is bound to any graphics stage, then both vkCmdSetViewportWithCount and vkCmdSetScissorWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must match the scissorCount parameter of vkCmdSetScissorWithCount

- VUID-vkCmdDrawIndexedIndirectCount-None-08639
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE dynamic state enabled then vkCmdSetRasterizerDiscardEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08640
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthBiasEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-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 `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must be 1.

- **VUID-vkCmdDrawIndexedIndirectCount-primitiveFragmentShadingRateWithMultipleViewports-08642**
  If the `primitiveFragmentShadingRateWithMultipleViewports` limit is not supported, and any shader object bound to a graphics stage writes to the `PrimitiveShadingRateKHR` built-in, then `vkCmdSetViewportWithCount` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCount` must be 1.

- **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 `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-vkCmdDrawIndexedIndirectCount-none-08643**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then for each color attachment in the render pass, if the corresponding image view's `format features` do not contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`, then the corresponding member of `pColorBlendEnables` in the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer that affected that attachment index must have been `VK_FALSE`.

- **VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-none-08644**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then the most recent call to `vkCmdSetRasterizationSamplesEXT` in the current command buffer must have set `rasterizationSamples` to be the same as the number of samples for the current render pass color and/or depth/stencil attachments.

- **VUID-vkCmdDrawIndexedIndirectCount-none-08876**
  If a shader object is bound to any graphics stage, the current render pass instance must have been begun with `vkCmdBeginRendering`.

- **VUID-vkCmdDrawIndexedIndirectCount-imageView-06172**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command must not write any values to the depth attachment.
If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`, this command **must** not write any values to the depth attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, this command **must** not write any values to the depth attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment.

If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline **must** have been created with a `VkPipelineRenderingCreateInfo ::viewMask` equal to `VkRenderingInfo ::viewMask`.

If the `dynamicRenderingUnusedAttachments` feature is not enabled and the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline **must** have been created with a `VkPipelineRenderingCreateInfo ::colorAttachmentCount` equal to `VkRenderingInfo ::colorAttachmentCount`.

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo ::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo ::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` **must** have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo ::pColorAttachmentFormats` used to create the currently bound graphics pipeline.

If the `dynamicRenderingUnusedAttachments` feature is not enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo`
If the `::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08911**
  If the `dynamicRenderingUnusedAttachments` feature is enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline, or the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats`, if it exists, must be `VK_FORMAT_UNDEFINED`

- **VUID-vkCmdDrawIndexedIndirectCount-None-07751**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command for each discard rectangle in `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount`

- **VUID-vkCmdDrawIndexedIndirectCount-None-07880**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-rasterizerDiscardEnable-09236**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08648**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-07881**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-08649**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any
graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08913**

  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08914**

  If current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline must be equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08915**

  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pDepthAttachment->imageView`, the value of the format must be `VK_FORMAT_UNDEFINED`

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08916**

  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08917**

  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline must be equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`

- **VUID-vkCmdDrawIndexedIndirectCount-dynamicRenderingUnusedAttachments-08918**

  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo::pStencilAttachment->imageView`, the value of the format must be `VK_FORMAT_UNDEFINED`
If the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView` was not `VK_NULL_HANDLE`, the currently bound graphics pipeline must have been created with `VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`.

If the current render pass instance was begun with `vkCmdBeginRendering` with a `VkRenderingInfo::colorAttachmentCount` parameter greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with a `imageView` not equal to `VK_NULL_HANDLE` must have been created with a sample count equal to the value of `rasterizationSamples` for the currently bound graphics pipeline.

If `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pDepthAttachment->imageView`.

If `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `rasterizationSamples` for the currently bound graphics pipeline must be equal to the sample count used to create `VkRenderingInfo::pStencilAttachment->imageView`.

If the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound pipeline must have been created with a `VkGraphicsPipelineCreateInfo::renderPass` equal to `VK_NULL_HANDLE`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the `VkRenderingInfo::pColorAttachments->imageView` was not `VK_NULL_HANDLE`, then the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the `VkRenderingInfo::pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::depthAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, stencil test is enabled and the `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT` dynamic state enabled then
vkCmdSetTessellationDomainOriginEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-07620
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT} \) dynamic state enabled then \( \text{vkCmdSetDepthClampEnableEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-09237
  If a shader object is bound to the \( \text{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT} \) stage, then \( \text{vkCmdSetTessellationDomainOriginEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08650
  If the depthClamp feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to \( \text{vkCmdSetRasterizerDiscardEnable} \) in the current command buffer set \( \text{rasterizerDiscardEnable} \) to \( \text{VK_FALSE} \), then \( \text{vkCmdSetDepthClampEnableEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-07621
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_POLYGON_MODE_EXT} \) dynamic state enabled then \( \text{vkCmdSetPolygonModeEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08651
  If a shader object is bound to any graphics stage, and the most recent call to \( \text{vkCmdSetRasterizerDiscardEnable} \) in the current command buffer set \( \text{rasterizerDiscardEnable} \) to \( \text{VK_FALSE} \), then \( \text{vkCmdSetPolygonModeEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-07622
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT} \) dynamic state enabled then \( \text{vkCmdSetRasterizationSamplesEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08652
  If a shader object is bound to any graphics stage, and the most recent call to \( \text{vkCmdSetRasterizerDiscardEnable} \) in the current command buffer set \( \text{rasterizerDiscardEnable} \) to \( \text{VK_FALSE} \), then \( \text{vkCmdSetRasterizationSamplesEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-07623
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_SAMPLE_MASK_EXT} \) dynamic state enabled then \( \text{vkCmdSetSampleMaskEXT} \) must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08653
  If a shader object is bound to any graphics stage, and the most recent call to \( \text{vkCmdSetRasterizerDiscardEnable} \) in the current command buffer set \( \text{rasterizerDiscardEnable} \) to \( \text{VK_FALSE} \), then \( \text{vkCmdSetSampleMaskEXT} \) must have been
called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-None-07624
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled then
vkCmdSetAlphaToCoverageEnableEXT must have been called in the current command
buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-alphaToCoverageEnable-08919
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT dynamic state enabled, and
alphaToCoverageEnable was VK_TRUE in the last call to
vkCmdSetAlphaToCoverageEnableEXT, then the Fragment Output Interface must contain
a variable for the alpha Component word in Location 0 at Index 0

• VUID-vkCmdDrawIndexedIndirectCount-None-08654
If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, then vkCmdSetAlphaToCoverageEnableEXT must
have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-alphaToCoverageEnable-08920
If a shader object is bound to any graphics stage, and the most recent call to
vkCmdSetAlphaToCoverageEnableEXT in the current command buffer set
alphaToCoverageEnable to VK_TRUE, then the Fragment Output Interface must contain
a variable for the alpha Component word in Location 0 at Index 0

• VUID-vkCmdDrawIndexedIndirectCount-None-07625
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT dynamic state enabled then
vkCmdSetAlphaToOneEnableEXT must have been called in the current command buffer
prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-None-08655
If the alphaToOne feature is enabled, and a shader object is bound to any graphics stage,
and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command
buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetAlphaToOneEnableEXT
must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-None-07626
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT dynamic state enabled then
vkCmdSetLogicOpEnableEXT must have been called in the current command buffer prior
to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-None-08656
If the logicOp feature is enabled, and a shader object is bound to the
VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to
vkCmdSetRasterizerDiscardEnable in the current command buffer set
rasterizerDiscardEnable to VK_FALSE, then vkCmdSetLogicOpEnableEXT must have been
called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-None-07627
If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetColorBlendEnableEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-08657}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and both the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE} and there are color attachments bound, then \texttt{vkCmdSetColorBlendEnableEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-07628}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT} dynamic state enabled then \texttt{vkCmdSetColorBlendEquationEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-08658}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and both the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetColorBlendEnableEXT} for any attachment set that attachment's value in \texttt{pColorBlendEnables} to \texttt{VK_TRUE}, then \texttt{vkCmdSetColorBlendEquationEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-07629}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT} dynamic state enabled then \texttt{vkCmdSetColorWriteMaskEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-08659}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and both the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE} and there are color attachments bound, then \texttt{vkCmdSetColorWriteMaskEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-07630}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT} dynamic state enabled then \texttt{vkCmdSetRasterizationStreamEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-08660}
  If the \texttt{geometryStreams} feature is enabled, and a shader object is bound to the \texttt{VK_SHADER_STAGE_GEOMETRY_BIT} stage, then \texttt{vkCmdSetRasterizationStreamEXT} must have been called in the current command buffer prior to this drawing command

- \texttt{VUID-vkCmdDrawIndexedIndirectCount-None-07633}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT} dynamic state enabled then
\texttt{vkCmdSetDepthClipEnableEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08663
  If the \texttt{depthClipEnable} feature is enabled, and a shader object is bound to any graphics stage, then \texttt{vkCmdSetDepthClipEnableEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-07637
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT} dynamic state enabled then \texttt{vkCmdSetLineRasterizationModeEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08666
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetPolygonModeEXT} in the current command buffer set \texttt{polygonMode} to \texttt{VK_POLYGON_MODE_LINE}, then \texttt{vkCmdSetLineRasterizationModeEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08667
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object is bound to the \texttt{VK_SHADER_STAGE_VERTEX_BIT} stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetPrimitiveTopology} in the current command buffer set \texttt{primitiveTopology} to any line topology, then \texttt{vkCmdSetLineRasterizationModeEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08668
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object that outputs line primitives is bound to the \texttt{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT} or \texttt{VK_SHADER_STAGE_GEOMETRY_BIT} stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetLineRasterizationModeEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-07638
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetLineWidthStippleEnableEXT} \textbf{must} have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-None-08669
  If the \texttt{VK_KHR_line_rasterization} or \texttt{VK_EXT_line_rasterization} extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, and the most recent call to \texttt{vkCmdSetPolygonModeEXT} in the current command buffer set \texttt{polygonMode} to...
VK_POLYGON_MODE_LINE, then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-None-08670**
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-None-08671**
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSellation_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLineStippleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-None-07849**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_KHR` dynamic state enabled then `vkCmdSetLineStippleKHR` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-None-08672**
  If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetLineStippleEnableEXT` in the current command buffer set `stippledLineEnable` to `VK_TRUE`, then `vkCmdSetLineStippleEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-pColorBlendEnables-07470**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` state enabled and the last call to `vkCmdSetColorBlendEnableEXT` set `pColorBlendEnables` for any attachment to `VK_TRUE`, then for those attachments in the subpass the corresponding image view’s `format features` must contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`.

- **VUID-vkCmdDrawIndexedIndirectCount-rasterizationSamples-07471**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the `rasterizationSamples` in the last call to `vkCmdSetRasterizationSamplesEXT` must follow the rules for a zero-attachment subpass.

- **VUID-vkCmdDrawIndexedIndirectCount-samples-07472**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT` state enabled and the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` state disabled, then the `samples` parameter in
the last call to \texttt{vkCmdSetSampleMaskEXT} \textbf{must} be greater or equal to the \texttt{VkPipelineMultisampleStateCreateInfo::rasterizationSamples} parameter used to create the bound graphics pipeline

• \textbf{VUID-vkCmdDrawIndexedIndirectCount-samples-07473}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_SAMPLE_MASK_EXT} state and \texttt{VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT} states enabled, then the \texttt{samples} parameter in the last call to \texttt{vkCmdSetSampleMaskEXT} \textbf{must} be greater or equal to the \texttt{rasterizationSamples} parameter in the last call to \texttt{vkCmdSetRasterizationSamplesEXT}

• \textbf{VUID-vkCmdDrawIndexedIndirectCount-rasterizationSamples-07474}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT} state enabled, and neither the \texttt{VK_AMD_mixed_attachment_samples} nor the \texttt{VK_NV_framebuffer_mixed_samples} extensions are enabled, then the \texttt{rasterizationSamples} in the last call to \texttt{vkCmdSetRasterizationSamplesEXT} \textbf{must} be the same as the current subpass color and/or depth/stencil attachments

• \textbf{VUID-vkCmdDrawIndexedIndirectCount-firstAttachment-07476}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetColorBlendEnableEXT} \textbf{must} have been called in the current command buffer prior to this drawing command, and the attachments specified by the \texttt{firstAttachment} and \texttt{attachmentCount} parameters of \texttt{vkCmdSetColorBlendEnableEXT} calls \textbf{must} specify an enable for all active color attachments in the current subpass

• \textbf{VUID-vkCmdDrawIndexedIndirectCount-rasterizerDiscardEnable-09417}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetColorBlendEnableEXT} \textbf{must} have been called in the current command buffer prior to this drawing command, and the attachments specified by the \texttt{firstAttachment} and \texttt{attachmentCount} parameters of \texttt{vkCmdSetColorBlendEnableEXT} calls \textbf{must} specify an enable for all active color attachments in the current subpass

• \textbf{VUID-vkCmdDrawIndexedIndirectCount-firstAttachment-07477}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT} dynamic state enabled then \texttt{vkCmdSetColorBlendEquationEXT} \textbf{must} have been called in the current command buffer prior to this drawing command, and the attachments specified by the \texttt{firstAttachment} and \texttt{attachmentCount} parameters of \texttt{vkCmdSetColorBlendEquationEXT} calls \textbf{must} specify the blend equations for all active color attachments in the current subpass where blending is enabled

• \textbf{VUID-vkCmdDrawIndexedIndirectCount-rasterizerDiscardEnable-09418}
  If a shader object is bound to the \texttt{VK_SHADER_STAGE_FRAGMENT_BIT} stage, and both the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE} and there are color attachments bound, then \texttt{vkCmdSetColorBlendEquationEXT} \textbf{must} have been called in the current command buffer prior to this drawing command, and the attachments specified by the \texttt{firstAttachment} and
attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend
equations for all active color attachments in the current subpass where blending is
enabled.

- VUID-vkCmdDrawIndexedIndirectCount-firstAttachment-07478
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT dynamic state enabled then
  vkCmdSetColorWriteMaskEXT must have been called in the current command buffer
  prior to this drawing command, and the attachments specified by the firstAttachment
  and attachmentCount parameters of vkCmdSetColorWriteMaskEXT calls must specify the color
  write mask for all active color attachments in the current subpass

- VUID-vkCmdDrawIndexedIndirectCount-rasterizerDiscardEnable-09419
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent
  call to vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, then vkCmdSetColorWriteMaskEXT must have been
called in the current command buffer prior to this drawing command, and the
  attachments specified by the firstAttachment and attachmentCount parameters of
  vkCmdSetColorWriteMaskEXT calls must specify the color write mask for all active color
  attachments in the current subpass

- VUID-vkCmdDrawIndexedIndirectCount-primitivesGeneratedQueryWithNonZeroStreams-07481
  If the primitivesGeneratedQueryWithNonZeroStreams feature is not enabled and the
  VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT query is active, and the bound graphics pipeline
  was created with VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT state enabled, the last call to
  vkCmdSetRasterizationStreamEXT must have set the rasterizationStream to zero

- VUID-vkCmdDrawIndexedIndirectCount-stippledLineEnable-07495
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
  VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
  stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is
  VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR, then the stippledRectangularLines feature
  must be enabled

- VUID-vkCmdDrawIndexedIndirectCount-stippledLineEnable-07496
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
  VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
  stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is
  VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR, then the stippledBresenhamLines feature must
  be enabled

- VUID-vkCmdDrawIndexedIndirectCount-stippledLineEnable-07497
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
  VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
  stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is
  VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR, then the stippledSmoothLines feature
  must be enabled
If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT} or \texttt{VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT} dynamic states enabled, and if the current \texttt{stippledLineEnable} state is \texttt{VK_TRUE} and the current \texttt{lineRasterizationMode} state is \texttt{VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR}, then the \texttt{stippledRectangularLines} feature \textbf{must} be enabled and \texttt{VkPhysicalDeviceLimits::strictLines} \textbf{must} be \texttt{VK_TRUE}.

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT} dynamic state \texttt{vkCmdSetAttachmentFeedbackLoopEnableEXT} \textbf{must} have been called in the current command buffer prior to this drawing command.

If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} \textbf{must} have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_VERTEX_BIT}.

If there is no bound graphics pipeline, the \texttt{tessellationShader} feature is enabled, \texttt{vkCmdBindShadersEXT} \textbf{must} have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT}.

If there is no bound graphics pipeline, the \texttt{tessellationShader} feature is enabled, \texttt{vkCmdBindShadersEXT} \textbf{must} have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT}.

If there is no bound graphics pipeline, the \texttt{geometryShader} feature is enabled, \texttt{vkCmdBindShadersEXT} \textbf{must} have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_GEOMETRY_BIT}.

If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} \textbf{must} have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_FRAGMENT_BIT}.

If any graphics shader is bound which was created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag, then all shaders created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag in the same \texttt{vkCreateShadersEXT} call \textbf{must} also be bound.

If any graphics shader is bound which was created with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag, any stages in between stages whose shaders which did not create a shader with the \texttt{VK_SHADER_CREATE_LINK_STAGE_BIT_EXT} flag as part of the same \texttt{vkCreateShadersEXT} call \textbf{must} not have any \texttt{VkShaderEXT} bound.

All bound graphics shader objects \textbf{must} have been created with identical or identically defined push constant ranges.

If there is no bound graphics pipeline, \texttt{vkCmdBindShadersEXT} \textbf{must} have been called in the current command buffer with \texttt{pStages} with an element of \texttt{VK_SHADER_STAGE_VERTEX_BIT}.
All bound graphics shader objects **must** have been created with identical or identically defined arrays of descriptor set layouts

- VUID-vkCmdDrawIndexedIndirectCount-None-08880
  If the `attachmentFeedbackLoopDynamicState` feature is enabled on the device, and a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetAttachmentFeedbackLoopEnableEXT must` have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirectCount-pDynamicStates-08715
  If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the `EarlyFragmentTests` execution mode and uses `OpDepthAttachmentReadEXT`, the `depthWriteEnable` parameter in the last call to `vkCmdSetDepthWriteEnable` **must** be `VK_FALSE`.

- VUID-vkCmdDrawIndexedIndirectCount-pDynamicStates-08716
  If the bound graphics pipeline state includes a fragment shader stage, was created with `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`, and the fragment shader declares the `EarlyFragmentTests` execution mode and uses `OpStencilAttachmentReadEXT`, the `writeMask` parameter in the last call to `vkCmdSetStencilWriteMask` **must** be `0`.

- VUID-vkCmdDrawIndexedIndirectCount-None-09116
  If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`, and the format of any color attachment is `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`, the corresponding element of the `pColorWriteMasks` parameter of `vkCmdSetColorWriteMaskEXT 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.

- 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 `Location` for any output attachment **statically used** in the Fragment Execution Model executed by this command **must** be less than `maxFragmentDualSrcAttachments`.

- VUID-vkCmdDrawIndexedIndirectCount-None-09548
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR must` match the value set for the corresponding element in the currently bound pipeline.

- VUID-vkCmdDrawIndexedIndirectCount-None-09549
  If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline **must** match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

- 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 there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveTopology must have been called 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 and the dynamicPrimitiveTopologyUnrestricted is VK_FALSE, then the primitiveTopology parameter of vkCmdSetPrimitiveTopology 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, then vkCmdBindVertexBuffer2EXT must have been called in the current command buffer prior to this draw command, and the pStrides parameter of vkCmdBindVertexBuffer2EXT must not be NULL

- **VUID-vkCmdDrawIndexedIndirectCount-None-04914**
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetVertexInputEXT must have been called in the current command buffer prior to this draw command

- **VUID-vkCmdDrawIndexedIndirectCount-Input-07939**
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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 there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage 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-04879
  If there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveRestartEnable must have been called 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, there is a shader object bound to the VK_SHADER_STAGE_VERTEX_BIT stage then vkCmdSetPrimitiveRestartEnable 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 countBuffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdDrawIndexedIndirectCount-countBuffer-02715
  countBuffer must have been created with the VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT bit set

- VUID-vkCmdDrawIndexedIndirectCount-countBufferOffset-02716
  countBufferOffset must be a multiple of 4

- VUID-vkCmdDrawIndexedIndirectCount-countBuffer-02717
  The count stored in countBuffer must be less than or equal to VkPhysicalDeviceLimits::maxDrawIndirectCount

- VUID-vkCmdDrawIndexedIndirectCount-countBufferOffset-04129
  (countBufferOffset + sizeof(uint32_t)) must be less than or equal to the size of countBuffer
• VUID-vkCmdDrawIndexedIndirectCount-None-04445
   If `drawIndirectCount` is not enabled this function must not be used

• VUID-vkCmdDrawIndexedIndirectCount-None-07312
   valid index buffer must be bound

• VUID-vkCmdDrawIndexedIndirectCount-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-vkCmdDrawIndexedIndirectCount-stride-03142
   `stride` must be a multiple of 4 and must be greater than or equal to `sizeof(VkDrawIndexedIndirectCommand)`

• VUID-vkCmdDrawIndexedIndirectCount-maxDrawCount-03143
   If `maxDrawCount` is greater than or equal to 1, `((stride \times (maxDrawCount - 1)) + offset + sizeof(VkDrawIndexedIndirectCommand))` must be less than or equal to the size of `buffer`

• VUID-vkCmdDrawIndexedIndirectCount-countBuffer-03153
   If count stored in `countBuffer` is equal to 1, `(offset + sizeof(VkDrawIndexedIndirectCommand))` must be less than or equal to the size of `buffer`

• VUID-vkCmdDrawIndexedIndirectCount-countBuffer-03154
   If count stored in `countBuffer` 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-vkCmdDrawIndexedIndirectCount-commandBuffer-parameter
   `commandBuffer` must be a valid `VkCommandBuffer` handle

• VUID-vkCmdDrawIndexedIndirectCount-buffer-parameter
   `buffer` must be a valid `VkBuffer` handle

• VUID-vkCmdDrawIndexedIndirectCount-countBuffer-parameter
   `countBuffer` must be a valid `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-videocoding
   This command must only be called outside of a video coding scope

• VUID-vkCmdDrawIndexedIndirectCount-commonparent
   Each of `buffer`, `commandBuffer`, and `countBuffer` must have been created, allocated, or
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

20.3.1. Drawing Transform Feedback

It is possible to draw vertex data that was previously captured during active transform feedback by binding one or more of the transform feedback buffers as vertex buffers. A pipeline barrier is required between using the buffers as transform feedback buffers and vertex buffers to ensure all writes to the transform feedback buffers are visible when the data is read as vertex attributes. The source access is VK_ACCESS_TRANSFORM_FEEDBACK_WRITE_BIT_EXT and the destination access is VK_ACCESS_VERTEX_ATTRIBUTE_READ_BIT for the pipeline stages VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT and VK_PIPELINE_STAGE_VERTEX_INPUT_BIT respectively. The value written to the counter buffer by vkCmdEndTransformFeedbackEXT can be used to determine the vertex count for the draw. A pipeline barrier is required between using the counter buffer for vkCmdEndTransformFeedbackEXT and vkCmdDrawIndirectByteCountEXT where the source access is VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT and the destination access is VK_ACCESS_INDIRECT_COMMAND_READ_BIT for the pipeline stages VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT and VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT respectively.

To record a non-indexed draw call, where the vertex count is based on a byte count read from a buffer and the passed in vertex stride parameter, call:
// Provided by VK_EXT_transform_feedback

```c
void vkCmdDrawIndirectByteCountEXT(
    VkCommandBuffer commandBuffer,
    uint32_t instanceCount,
    uint32_t firstInstance,
    VkBuffer counterBuffer,
    VkDeviceSize counterBufferOffset,
    uint32_t counterOffset,
    uint32_t vertexStride);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `instanceCount` is the number of instances to draw.
- `firstInstance` is the instance ID of the first instance to draw.
- `counterBuffer` is the buffer handle from where the byte count is read.
- `counterBufferOffset` is the offset into the buffer used to read the byte count, which is used to calculate the vertex count for this draw call.
- `counterOffset` is subtracted from the byte count read from the `counterBuffer` at the `counterBufferOffset`.
- `vertexStride` is the stride in bytes between each element of the vertex data that is used to calculate the vertex count from the counter value. This value is typically the same value that was used in the graphics pipeline state when the transform feedback was captured as the XfbStride.

When the command is executed, primitives are assembled in the same way as done with `vkCmdDraw` except the `vertexCount` is calculated based on the byte count read from `counterBuffer` at offset `counterBufferOffset`. The assembled primitives execute the bound graphics pipeline.

The effective `vertexCount` is calculated as follows:

```c
const uint32_t * counterBufferPtr = (const uint8_t *)counterBuffer.address + counterBufferOffset;
vertexCount = floor(max(0, (*counterBufferPtr - counterOffset)) / vertexStride);
```

The effective `firstVertex` is zero.

### Valid Usage

- VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-None-06479](#)
  If a `VkImageView` is sampled with depth comparison, the image view’s format features must contain `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT`.

- [VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-OpTypeImage-07027](#)
  For any `VkImageView` being written as a storage image where the image format field of the `OpTypeImage` is `Unknown`, the view’s format features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.

- [VUID-vkCmdDrawIndirectByteCountEXT-OpTypeImage-07028](#)
  For any `VkImageView` being read as a storage image where the image format field of the `OpTypeImage` is `Unknown`, the view’s format features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ WITHOUT_FORMAT_BIT`.

---

1435
For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown`, the view’s buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.

Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown` then the view’s buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`.

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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, 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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, 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.

If the `shaderObject` feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command.

If a pipeline is 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 or any `VkShaderEXT` bound to a stage corresponding 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 VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler \textbf{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 or any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler \textbf{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 the shaderObject is enabled, either a valid pipeline \textbf{must} be bound to the pipeline bind point used by this command, or a valid combination of valid and VK_NULL_HANDLE shader objects \textbf{must} be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

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 \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.

If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it \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.

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 \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.

If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it \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.

If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, any resource accessed by bound shaders \textbf{must} not be a protected resource.

If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y’C₀ conversion, that object \textbf{must} only be used with OpImageSample* or OpImageSparseSample* instructions.
If a bound shader accesses a \texttt{VkSampler} or \texttt{VkImageView} object that enables sampler Y’C’C’ conversion, that object must not use the \texttt{ConstOffset} and \texttt{Offset} operands.

If a \texttt{VkImageView} is accessed as a result of this command, then the image view's \texttt{viewType} must match the \texttt{Dim} operand of the \texttt{OpTypeImage} as described in Instruction/Sampler/Image View Validation.

If a \texttt{VkImageView} is accessed as a result of this command, then the numeric type of the image view's \texttt{format} and the \texttt{Sampled Type} operand of the \texttt{OpTypeImage} must match.

If a \texttt{VkImageView} created with a format other than \texttt{VK_FORMAT_A8_UNORM_KHR} is accessed using \texttt{OpImageWrite} as a result of this command, then the \texttt{Type} of the \texttt{Texel} operand of that instruction must have at least as many components as the image view's format.

If a \texttt{VkImageView} created with the format \texttt{VK_FORMAT_A8_UNORM_KHR} is accessed using \texttt{OpImageWrite} as a result of this command, then the \texttt{Type} of the \texttt{Texel} operand of that instruction must have four components.

If a \texttt{VkBufferView} is accessed using \texttt{OpImageWrite} as a result of this command, then the \texttt{Type} of the \texttt{Texel} operand of that instruction must have at least as many components as the buffer view's format.

Any shader invocation executed by this command must terminate.

If a descriptor with type equal to any of \texttt{VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE}, \texttt{VK_DESCRIPTOR_TYPE_STORAGE_IMAGE}, or \texttt{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 \texttt{renderPass} member of the \texttt{VkGraphicsPipelineCreateInfo} structure specified when creating the \texttt{VkPipeline} bound to \texttt{VK_PIPELINE_BIND_POINT_GRAPHICS}.

The subpass index of the current render pass must be equal to the \texttt{subpass} member of the \texttt{VkGraphicsPipelineCreateInfo} structure specified when creating the \texttt{VkPipeline} bound to \texttt{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 \texttt{OpTypeImage} variable with a \texttt{Dim} operand of \texttt{SubpassData}, it must be decorated with an \texttt{InputAttachmentIndex} that...
corresponds to a valid input attachment in the current subpass

- **VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-pDepthInputAttachmentIndex-09595**
  Input attachment views accessed in a dynamic render pass with a InputAttachmentIndex referenced by VkRenderingInputAttachmentIndexInfoKHR, or no InputAttachmentIndex if VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex or VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex are NULL, must be created with a VkImageView that is compatible with the corresponding color, depth, or stencil attachment in VkRenderingInfo

- **VUID-vkCmdDrawIndirectByteCountEXT-pDepthInputAttachmentIndex-09596**
  Input attachment views accessed in a dynamic render pass via a shader object must have an InputAttachmentIndex if both VkRenderingInputAttachmentIndexInfoKHR:pDepthInputAttachmentIndex and VkRenderingInputAttachmentIndexInfoKHR:pStencilInputAttachmentIndex are non-NULL

- **VUID-vkCmdDrawIndirectByteCountEXT-InputAttachmentIndex-09597**
  If an input attachment view accessed in a dynamic render pass via a shader object has an InputAttachmentIndex, the InputAttachmentIndex must match an index in VkRenderingInputAttachmentIndexInfoKHR

- **VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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 is not in the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT image layout, and either:
  - the VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT is set on the currently bound pipeline or
  - the last call to vkCmdSetAttachmentFeedbackLoopEnableEXT included VK_IMAGE_ASPECT_COLOR_BIT and
    - there is no currently bound graphics pipeline or
    - the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT it must not be accessed in any way other than as an attachment by this command

- **VUID-vkCmdDrawIndirectByteCountEXT-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 is not in the VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT image layout, and either:
  - the VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT is set on the
currently bound pipeline or
  ◦ the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included
    `VK_IMAGE_ASPECT_DEPTH_BIT` and
    • there is no currently bound graphics pipeline or
    • the currently bound graphics pipeline was created with
      `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in
      any way other than as an attachment by this command

• VUID-vkCmdDrawIndirectByteCountEXT-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 is not in the
  `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout, and either:
  ◦ the `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT` is set on the
    currently bound pipeline or
  ◦ the last call to `vkCmdSetAttachmentFeedbackLoopEnableEXT` included
    `VK_IMAGE_ASPECT_STENCIL_BIT` and
    • there is no currently bound graphics pipeline or
    • the currently bound graphics pipeline was created with
      `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT` it must not be accessed in
      any way other than as an attachment by this command

• VUID-vkCmdDrawIndirectByteCountEXT-None-09003
  If an 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, storage image, or sampled image by this command

• VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-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 in the current
  command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-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 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 in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, and the most recent call to `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

If a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, `vkCmdSetLineWidth` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDepthBiasEnable` in the current command buffer set `depthBiasEnable` to `VK_TRUE`, `vkCmdSetDepthBias` or `vkCmdSetDepthBias2EXT` must have been called 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` or `vkCmdSetDepthBias2EXT` must have been called in the current command buffer prior to this drawing command.

If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` in the current command buffer set any element of `pColorBlendEnables` to `VK_TRUE`, and the most recent call to
vkCmdSetColorBlendEquationEXT in the current command buffer set the same element of pColorBlendEquations to a VkColorBlendEquationEXT structure with any VkBlendFactor member with a value of VK_BLEND_FACTOR_CONSTANT_COLOR, VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR, VK_BLEND_FACTOR_CONSTANT_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA, vkCmdSetBlendConstants must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-None-08622
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetDepthBoundsTestEnable in the current command buffer set depthBoundsTestEnable to VK_TRUE, then vkCmdSetDepthBounds must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-None-08623
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilCompareMask must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-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 in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-None-08624
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, and the most recent call to vkCmdSetStencilTestEnable in the current command buffer set stencilTestEnable to VK_TRUE, vkCmdSetStencilWriteMask must have been called in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirectByteCountEXT-None-07839
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_REFERENCE dynamic state enabled, and if the current
If the `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilReference` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-08625
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetStencilTestEnable` in the current command buffer set `stencilTestEnable` to `VK_TRUE`, `vkCmdSetStencilReference` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-None-07840
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_CULL_MODE` dynamic state enabled then `vkCmdSetCullMode` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-08627
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetCullMode` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-07841
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_FRONT_FACE` dynamic state enabled then `vkCmdSetFrontFace` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-08628
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetFrontFace` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-07843
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthTestEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-08629
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthTestEnable` must have been called in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectByteCountEXT-None-07844
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` dynamic state enabled then
**vkCmdSetDepthWriteEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08630**
  If a shader object is bound to any graphics stage, and the most recent call to **vkCmdSetRasterizerDiscardEnable** in the current command buffer set **rasterizerDiscardEnable** to **VK_FALSE**, then **vkCmdSetDepthWriteEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07845**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_COMPARE_OP** dynamic state enabled then **vkCmdSetDepthCompareOp** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08631**
  If a shader object is bound to any graphics stage, and the most recent call to **vkCmdSetRasterizerDiscardEnable** in the current command buffer set **rasterizerDiscardEnable** to **VK_FALSE**, and the most recent call to **vkCmdSetDepthTestEnable** in the current command buffer set **depthTestEnable** to **VK_TRUE**, then **vkCmdSetDepthCompareOp** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07846**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE** dynamic state enabled then **vkCmdSetDepthBoundsTestEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08632**
  If a shader object is bound to any graphics stage, and the **depthBounds** feature is enabled, and the most recent call to **vkCmdSetRasterizerDiscardEnable** in the current command buffer set **rasterizerDiscardEnable** to **VK_FALSE**, then the **vkCmdSetDepthBoundsTestEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07847**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE** dynamic state enabled then **vkCmdSetStencilTestEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08633**
  If a shader object is bound to any graphics stage, and the most recent call to **vkCmdSetRasterizerDiscardEnable** in the current command buffer set **rasterizerDiscardEnable** to **VK_FALSE**, then **vkCmdSetStencilTestEnable** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07848**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_STENCIL_OP** dynamic state enabled then **vkCmdSetStencilOp** must have been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08634**
If a shader object is bound to any graphics stage, and the most recent call to \( \text{vkCmdSetRasterizerDiscardEnable} \) in the current command buffer set \( \text{rasterizerDiscardEnable} \) to \( \text{VK_FALSE} \), and the most recent call to \( \text{vkCmdSetStencilTestEnable} \) in the current command buffer set \( \text{stencilTestEnable} \) to \( \text{VK_TRUE} \), then \( \text{vkCmdSetStencilOp} \) must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-viewportCount-03417**
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT} \) dynamic state enabled, but not the \( \text{VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT} \) dynamic state enabled, then \( \text{vkCmdSetViewportWithCount} \) must have been called in the current command buffer prior to this drawing command, and the \( \text{viewportCount} \) parameter of \( \text{vkCmdSetViewportWithCount} \) must match the \( \text{VkPipelineViewportStateCreateInfo}::\text{scissorCount} \) of the pipeline.

- **VUID-vkCmdDrawIndirectByteCountEXT-scissorCount-03418**
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT} \) dynamic state enabled, but not the \( \text{VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT} \) dynamic state enabled, then \( \text{vkCmdSetScissorWithCount} \) must have been called in the current command buffer prior to this drawing command, and the \( \text{scissorCount} \) parameter of \( \text{vkCmdSetScissorWithCount} \) must match the \( \text{VkPipelineViewportStateCreateInfo}::\text{viewportCount} \) of the pipeline.

- **VUID-vkCmdDrawIndirectByteCountEXT-viewportCount-03419**
  If the bound graphics pipeline state was created with both the \( \text{VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT} \) and \( \text{VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT} \) dynamic states enabled then both \( \text{vkCmdSetViewportWithCount} \) and \( \text{vkCmdSetScissorWithCount} \) must have been called in the current command buffer prior to this drawing command, and the \( \text{viewportCount} \) parameter of \( \text{vkCmdSetViewportWithCount} \) must match the \( \text{scissorCount} \) parameter of \( \text{vkCmdSetScissorWithCount} \).

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08635**
  If a shader object is bound to any graphics stage, then both \( \text{vkCmdSetViewportWithCount} \) and \( \text{vkCmdSetScissorWithCount} \) must have been called in the current command buffer prior to this drawing command, and the \( \text{viewportCount} \) parameter of \( \text{vkCmdSetViewportWithCount} \) must match the \( \text{scissorCount} \) parameter of \( \text{vkCmdSetScissorWithCount} \).

- **VUID-vkCmdDrawIndirectByteCountEXT-None-04876**
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE} \) dynamic state enabled then \( \text{vkCmdSetRasterizerDiscardEnable} \) must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08639**
  If a shader object is bound to any graphics stage, then \( \text{vkCmdSetRasterizerDiscardEnable} \) must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-04877**
  If the bound graphics pipeline state was created with the \( \text{VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE} \) dynamic state enabled then
vkCmdSetDepthBiasEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-None-08640
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetDepthBiasEnable must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-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 vkCmdSetViewportWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must be 1

- VUID-vkCmdDrawIndirectByteCountEXT-primitiveFragmentShadingRateWithMultipleViewports-08642
  If the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, and any shader object bound to a graphics stage writes to the PrimitiveShadingRateKHR built-in, then vkCmdSetViewportWithCount must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCount must be 1

- VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-None-08643
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then for each color attachment in the render pass, if the corresponding image view's format features do not contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT, then the corresponding member of pColorBlendEnables in the most recent call to vkCmdSetColorBlendEnableEXT in the current command buffer that affected that attachment index must have been VK_FALSE

- VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-None-08644
  If a shader object is bound to any graphics stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE,
then the most recent call to `vkCmdSetRasterizationSamplesEXT` in the current command buffer **must** have set `rasterizationSamples` to be the same as the number of samples for the current render pass color and/or depth/stencil attachments

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08876**
  If a shader object is bound to any graphics stage, the current render pass instance **must** have been begun with `vkCmdBeginRendering`

- **VUID-vkCmdDrawIndirectByteCountEXT-imageView-06172**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the depth attachment

- **VUID-vkCmdDrawIndirectByteCountEXT-imageView-06173**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment

- **VUID-vkCmdDrawIndirectByteCountEXT-imageView-06174**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pDepthAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pDepthAttachment` is `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the depth attachment

- **VUID-vkCmdDrawIndirectByteCountEXT-imageView-06175**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `imageView` member of `pStencilAttachment` is not `VK_NULL_HANDLE`, and the `layout` member of `pStencilAttachment` is `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`, this command **must** not write any values to the stencil attachment

- **VUID-vkCmdDrawIndirectByteCountEXT-viewMask-06178**
  If the currently bound graphics pipeline **must** have been created with a `VkPipelineRenderingCreateInfo::viewMask` equal to `VkRenderingInfo::viewMask`

- **VUID-vkCmdDrawIndirectByteCountEXT-colorAttachmentCount-06179**
  If the `dynamicRenderingUnusedAttachments` feature is not enabled and the current render pass instance was begun with `vkCmdBeginRendering`, the currently bound graphics pipeline **must** have been created with a `VkPipelineRenderingCreateInfo::viewMask`
If the `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` not equal to `VK_NULL_HANDLE` must have been created with a `VkFormat` equal to the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound graphics pipeline.

If the `dynamicRenderingUnusedAttachments` feature is enabled, and the current render pass instance was begun with `vkCmdBeginRendering` and `VkRenderingInfo::colorAttachmentCount` greater than 0, then each element of the `VkRenderingInfo::pColorAttachments` array with an `imageView` equal to `VK_NULL_HANDLE` must have the corresponding element of `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` used to create the currently bound pipeline equal to `VK_FORMAT_UNDEFINED`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command for each discard rectangle in `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleEXT` must have been called in the current command buffer prior to this drawing command.
If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDiscardRectangleEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07881**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` dynamic state enabled then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08649**
  If the `VK_EXT_discard_rectangles` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetDiscardRectangleEnableEXT` in the current command buffer set `discardRectangleEnable` to `VK_TRUE`, then `vkCmdSetDiscardRectangleModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-dynamicRenderingUnusedAttachments-08913**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo`::`pDepthAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo`::`depthAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectByteCountEXT-dynamicRenderingUnusedAttachments-08914**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo`::`pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo`::`depthAttachmentFormat` used to create the currently bound graphics pipeline must be equal to the `VkFormat` used to create `VkRenderingInfo`::`pDepthAttachment->imageView`.

- **VUID-vkCmdDrawIndirectByteCountEXT-dynamicRenderingUnusedAttachments-08915**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is enabled, `VkRenderingInfo`::`pDepthAttachment->imageView` was not `VK_NULL_HANDLE`, and the value of `VkPipelineRenderingCreateInfo`::`depthAttachmentFormat` used to create the currently bound graphics pipeline was not equal to the `VkFormat` used to create `VkRenderingInfo`::`pDepthAttachment->imageView`, the value of the format must be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectByteCountEXT-dynamicRenderingUnusedAttachments-08916**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the `dynamicRenderingUnusedAttachments` feature is not enabled, and `VkRenderingInfo`::`pStencilAttachment->imageView` was `VK_NULL_HANDLE`, the value of `VkPipelineRenderingCreateInfo`::`stencilAttachmentFormat` used to create the currently bound graphics pipeline must be equal to `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectByteCountEXT-dynamicRenderingUnusedAttachments-08917**
  If the current render pass instance was begun with `vkCmdBeginRendering`, the
If the current render pass instance was begun with vkCmdBeginRendering, the dynamicRenderingUnusedAttachments feature is enabled, VkRenderingInfo::pStencilAttachment->imageView was not VK_NULL_HANDLE, and the value of VkPipelineRenderingCreateInfo::stencilAttachmentFormat used to create the currently bound graphics pipeline must be equal to the VkFormat used to create VkRenderingInfo::pStencilAttachment->imageView.

If the currently bound render pass instance was begun with vkCmdBeginRendering, the dynamicRenderingUnusedAttachments feature is not enabled, and VkRenderingInfo::pStencilAttachment->imageView was not VK_NULL_HANDLE, the value of VkPipelineRenderingCreateInfo::stencilAttachmentFormat used to create the currently bound graphics pipeline must be equal to the VkFormat used to create VkRenderingInfo::pStencilAttachment->imageView.

If the current render pass instance was begun with vkCmdBeginRendering, the dynamicRenderingUnusedAttachments feature is enabled, VkRenderingInfo::pStencilAttachment->imageView was not VK_NULL_HANDLE, and the value of VkPipelineRenderingCreateInfo::stencilAttachmentFormat used to create the currently bound graphics pipeline was not equal to the VkFormat used to create VkRenderingInfo::pStencilAttachment->imageView, the value of the format must be VK_FORMAT_UNDEFINED.

If the current render pass instance was begun with vkCmdBeginRendering and VkRenderingFragmentShadingRateAttachmentInfoKHR::imageView was not VK_NULL_HANDLE, the currently bound graphics pipeline must have been created with VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR.

If the current render pass instance was begun with vkCmdBeginRendering with a VkRenderingInfo::colorAttachmentCount parameter greater than 0, then each element of the VkRenderingInfo::pColorAttachments array with a imageView not equal to VK_NULL_HANDLE must have been created with a sample count equal to the value of rasterizationSamples for the currently bound graphics pipeline.

If VkRenderingInfo::pDepthAttachment->imageView was not VK_NULL_HANDLE, the value of rasterizationSamples for the currently bound graphics pipeline must be equal to the sample count used to create VkRenderingInfo::pDepthAttachment->imageView.

If VkRenderingInfo::pStencilAttachment->imageView was not VK_NULL_HANDLE, the value of rasterizationSamples for the currently bound graphics pipeline must be equal to the sample count used to create VkRenderingInfo::pStencilAttachment->imageView.

If the current render pass instance was begun with vkCmdBeginRendering, the currently bound pipeline must have been created with a VkGraphicsPipelineCreateInfo::renderPass equal to VK_NULL_HANDLE.

If the current render pass instance was begun with vkCmdBeginRendering, there is a graphics pipeline bound with a fragment shader that statically writes to a color attachment, the color write mask is not zero, color writes are enabled, and the corresponding element of the VkRenderingInfo::pColorAttachments->imageView was not VK_NULL_HANDLE, then the corresponding element of VkPipelineRenderingCreateInfo::pColorAttachmentFormats used to create the pipeline must not be VK_FORMAT_UNDEFINED.

If the current render pass instance was begun with vkCmdBeginRendering, there is a graphics pipeline bound, depth test is enabled, depth write is enabled, and the
If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, stencil test is enabled and the `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectByteCountEXT-pStencilAttachment-08965**
  If the current render pass instance was begun with `vkCmdBeginRendering`, there is a graphics pipeline bound, stencil test is enabled and the `VkRenderingInfo::pStencilAttachment->imageView` was not `VK_NULL_HANDLE`, then the `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` used to create the pipeline must not be `VK_FORMAT_UNDEFINED`.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07619**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT` dynamic state enabled then `vkCmdSetTessellationDomainOriginEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07620**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT` dynamic state enabled then `vkCmdSetDepthClampEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-09237**
  If a shader object is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` stage, then `vkCmdSetTessellationDomainOriginEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08650**
  If the `depthClamp` feature is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetDepthClampEnableEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07621**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_POLYGON_MODE_EXT` dynamic state enabled then `vkCmdSetPolygonModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08651**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetPolygonModeEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07622**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT` dynamic state enabled then `vkCmdSetRasterizationSamplesEXT` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08652**
  If a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetPolygonModeEXT` must have been called in the current command buffer prior to this drawing command.
If a shader object is bound to any graphics stage, and the most recent call to 
\texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set 
\texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetRasterizationSamplesEXT} \textbf{must} have 
been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07623**
  If the bound graphics pipeline state was created with the 
  \texttt{VK_DYNAMIC_STATE_SAMPLE_MASK_EXT} dynamic state enabled then \texttt{vkCmdSetSampleMaskEXT} \textbf{must} have 
  been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08653**
  If a shader object is bound to any graphics stage, and the most recent call to 
  \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set 
  \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetSampleMaskEXT} \textbf{must} have been 
  called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07624**
  If the bound graphics pipeline state was created with the 
  \texttt{VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetAlphaToCoverageEnableEXT} \textbf{must} have 
  been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-alphaToCoverageEnable-08919**
  If the bound graphics pipeline state was created with the 
  \texttt{VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT} dynamic state enabled, and 
  \texttt{alphaToCoverageEnable} was \texttt{VK_TRUE} in the last call to 
  \texttt{vkCmdSetAlphaToCoverageEnableEXT}, then the Fragment Output Interface \textbf{must} contain a 
  variable for the alpha Component word in Location 0 at Index 0

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08654**
  If a shader object is bound to any graphics stage, and the most recent call to 
  \texttt{vkCmdSetRasterizerDiscardEnable} in the current command buffer set 
  \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetAlphaToCoverageEnableEXT} \textbf{must} have 
  been called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-alphaToCoverageEnable-08920**
  If a shader object is bound to any graphics stage, and the most recent call to 
  \texttt{vkCmdSetAlphaToCoverageEnableEXT} in the current command buffer set 
  \texttt{alphaToCoverageEnable} to \texttt{VK_TRUE}, then the Fragment Output Interface \textbf{must} contain a 
  variable for the alpha Component word in Location 0 at Index 0

- **VUID-vkCmdDrawIndirectByteCountEXT-None-07625**
  If the bound graphics pipeline state was created with the 
  \texttt{VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT} dynamic state enabled then \texttt{vkCmdSetAlphaToOneEnableEXT} \textbf{must} have been 
  called in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectByteCountEXT-None-08655**
  If the \texttt{alphaToOne} feature is enabled, and a shader object is bound to any graphics stage, 
  and the most recent call to \texttt{vkCmdSetRasterizerDiscardEnable} in the current command 
  buffer set \texttt{rasterizerDiscardEnable} to \texttt{VK_FALSE}, then \texttt{vkCmdSetAlphaToOneEnableEXT} \textbf{must} have been 
  called in the current command buffer prior to this drawing command
• **VUID-vkCmdDrawIndirectByteCountEXT-None-07626**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT` dynamic state enabled then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-08656**
  If the `logicOp` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLogicOpEnableEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-07627**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` dynamic state enabled then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-08657**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorBlendEnableEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-07628**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` dynamic state enabled then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-08658**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetColorBlendEnableEXT` for any attachment set that attachment's value in `pColorBlendEnables` to `VK_TRUE`, then `vkCmdSetColorBlendEquationEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-07629**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic state enabled then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.

• **VUID-vkCmdDrawIndirectByteCountEXT-None-08659**
  If a shader object is bound to the `VK_SHADER_STAGE_FRAGMENT_BIT` stage, and both the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE` and there are color attachments bound, then `vkCmdSetColorWriteMaskEXT` must have been called in the current command buffer prior to this drawing command.
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT` dynamic state enabled then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command.

If the `geometryStreams` feature is enabled, and a shader object is bound to the `VK_SHADER_STAGE_GEOMETRY_BIT` stage, then `vkCmdSetRasterizationStreamEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT` dynamic state enabled then `vkCmdSetDepthClipEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the `depthClipEnable` feature is enabled, and a shader object is bound to any graphics stage, then `vkCmdSetDepthClipEnableEXT` must have been called in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic state enabled then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to any graphics stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPolygonModeEXT` in the current command buffer set `polygonMode` to `VK_POLYGON_MODE_LINE`, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object is bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, and the most recent call to `vkCmdSetPrimitiveTopology` in the current command buffer set `primitiveTopology` to any line topology, then `vkCmdSetLineRasterizationModeEXT` must have been called in the current command buffer prior to this drawing command.

If the `VK_KHR_line_rasterization` or `VK_EXT_line_rasterization` extension is enabled, and a shader object that outputs line primitives is bound to the `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT` or `VK_SHADER_STAGE_GEOMETRY_BIT` stage, and the most recent call to `vkCmdSetRasterizerDiscardEnable` in the current command buffer set `rasterizerDiscardEnable` to `VK_FALSE`, then `vkCmdSetLineRasterizationModeEXT` must be called in the current command buffer prior to this drawing command.
have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-None-07638
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT dynamic state enabled
  then vkCmdSetLineStippleEnableEXT must have been called in the current command buffer
  prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-None-08669
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and
  a shader object is bound to any graphics stage, and the most recent call to
  vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, and the most recent call to
  vkCmdSetPolygonModeEXT in the current command buffer set polygonMode to
  VK_POLYGON_MODE_LINE, then vkCmdSetLineStippleEnableEXT must have been called in the
  current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-None-08670
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and
  a shader object is bound to the VK_SHADER_STAGE_VERTEX_BIT stage, and the most recent call to
  vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, and the most recent call to
  vkCmdSetPrimitiveTopology in the current command buffer set primitiveTopology to any
  line topology, then vkCmdSetLineStippleEnableEXT must have been called in the current
  command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-None-08671
  If the VK_KHR_line_rasterization or VK_EXT_line_rasterization extension is enabled, and
  a shader object that outputs line primitives is bound to the
  VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT or VK_SHADER_STAGE_GEOMETRY_BIT stage, and
  the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, and the most recent call to
  vkCmdSetLineStippleEnableEXT in the current command buffer set
  stippledLineEnable to VK_TRUE, then
  vkCmdSetLineStippleEXT must have been called in the current command
  buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-pColorBlendEnables-07470
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT state enabled and the last call to
  vkCmdSetColorBlendEnableEXT set pColorBlendEnables for any attachment to VK_TRUE,
then for those attachments in the subpass the corresponding image view's format features must contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT

- VUID-vkCmdDrawIndirectByteCountEXT-rasterizationSamples-07471
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and the current subpass does not use any color and/or depth/stencil attachments, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must follow the rules for a zero-attachment subpass

- VUID-vkCmdDrawIndirectByteCountEXT-samples-07472
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state enabled and the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state disabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the VkPipelineMultisampleStateCreateInfo::rasterizationSamples parameter used to create the bound graphics pipeline

- VUID-vkCmdDrawIndirectByteCountEXT-samples-07473
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_MASK_EXT state and VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT states enabled, then the samples parameter in the last call to vkCmdSetSampleMaskEXT must be greater or equal to the rasterizationSamples parameter in the last call to vkCmdSetRasterizationSamplesEXT

- VUID-vkCmdDrawIndirectByteCountEXT-rasterizationSamples-07474
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT state enabled, and neither the VK_AMD_mixed_attachment_samples nor the VK_NV_framebuffer_mixed_samples extensions are enabled, then the rasterizationSamples in the last call to vkCmdSetRasterizationSamplesEXT must be the same as the current subpass color and/or depth/stencil attachments

- VUID-vkCmdDrawIndirectByteCountEXT-firstAttachment-07476
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT dynamic state enabled then vkCmdSetColorBlendEnableEXT have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

- VUID-vkCmdDrawIndirectByteCountEXT-rasterizerDiscardEnable-09417
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetColorBlendEnableEXT must have been called in the current command buffer prior to this drawing command, and the attachments specified by the firstAttachment and attachmentCount parameters of vkCmdSetColorBlendEnableEXT calls must specify an enable for all active color attachments in the current subpass

- VUID-vkCmdDrawIndirectByteCountEXT-firstAttachment-07477
  If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT dynamic state enabled then
vkCmdSetColorBlendEquationEXT must have been called in the current command buffer
prior to this drawing command, and the attachments specified by the firstAttachment and
attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend
equations for all active color attachments in the current subpass where blending is enabled

- VUID-vkCmdDrawIndirectByteCountEXT-rasterizerDiscardEnable-09418
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and both the most
  recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE and there are color attachments bound, then
  vkCmdSetColorBlendEquationEXT must have been called in the current command buffer
  prior to this drawing command, and the attachments specified by the firstAttachment and
  attachmentCount parameters of vkCmdSetColorBlendEquationEXT calls must specify the blend
equations for all active color attachments in the current subpass where blending is enabled

- VUID-vkCmdDrawIndirectByteCountEXT-firstAttachment-07478
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT dynamic state enabled then
  vkCmdSetColorWriteMaskEXT must have been called in the current command buffer
  prior to this drawing command, and the attachments specified by the firstAttachment and
  attachmentCount parameters of vkCmdSetColorWriteMaskEXT calls must specify the color
  write mask for all active color attachments in the current subpass

- VUID-vkCmdDrawIndirectByteCountEXT-rasterizerDiscardEnable-09419
  If a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent
  call to vkCmdSetRasterizerDiscardEnable in the current command buffer set
  rasterizerDiscardEnable to VK_FALSE, then
  vkCmdSetColorWriteMaskEXT must have been
  called in the current command buffer prior to this drawing command, and the
  attachments specified by the firstAttachment and attachmentCount parameters of
  vkCmdSetColorWriteMaskEXT calls must specify the color write mask for all active color
  attachments in the current subpass

- VUID-vkCmdDrawIndirectByteCountEXT-primitivesGeneratedQueryWithNonZeroStreams-07481
  If the primitivesGeneratedQueryWithNonZeroStreams feature is not enabled and the
  VK_QUERY_TYPE_PRIMITIVES_GENERATED_EXT query is active, and the bound graphics pipeline
  was created with VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT state enabled, the last call to
  vkCmdSetRasterizationStreamEXT must have set the rasterizationStream to zero

- VUID-vkCmdDrawIndirectByteCountEXT-stippledLineEnable-07495
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT or
  VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT dynamic states enabled, and if the current
  stippledLineEnable state is VK_TRUE and the current lineRasterizationMode state is
  VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR, then the stippledRectangularLines feature
  must be enabled

- VUID-vkCmdDrawIndirectByteCountEXT-stippledLineEnable-07496
  If the bound graphics pipeline state was created with the
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR`, then the `stippledBresenhamLines` feature must be enabled

- VUID-vkCmdDrawIndirectByteCountEXT-stippledLineEnable-07497
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, then the `stippledSmoothLines` feature must be enabled

- VUID-vkCmdDrawIndirectByteCountEXT-stippledLineEnable-07498
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` or `VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT` dynamic states enabled, and if the current `stippledLineEnable` state is `VK_TRUE` and the current `lineRasterizationMode` state is `VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR`, then the `stippledRectangularLines` feature must be enabled and `VkPhysicalDeviceLimits::strictLines` must be `VK_TRUE`

- VUID-vkCmdDrawIndirectByteCountEXT-None-08877
  If there is no bound graphics pipeline, `vkCmdBindShadersEXT` must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-None-08684
  If there is no bound graphics pipeline, `vkCmdBindShadersEXT` must have been called in the current command buffer with `pStages` with an element of `VK_SHADER_STAGE_VERTEX_BIT`

- VUID-vkCmdDrawIndirectByteCountEXT-None-08685
  If there is no bound graphics pipeline, and the `tessellationShader` feature is enabled, `vkCmdBindShadersEXT` must have been called in the current command buffer with `pStages` with an element of `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`

- VUID-vkCmdDrawIndirectByteCountEXT-None-08686
  If there is no bound graphics pipeline, and the `tessellationShader` feature is enabled, `vkCmdBindShadersEXT` must have been called in the current command buffer with `pStages` with an element of `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`

- VUID-vkCmdDrawIndirectByteCountEXT-None-08687
  If there is no bound graphics pipeline, and the `geometryShader` feature is enabled, `vkCmdBindShadersEXT` must have been called in the current command buffer with `pStages` with an element of `VK_SHADER_STAGE_GEOMETRY_BIT`

- VUID-vkCmdDrawIndirectByteCountEXT-None-08688
  If any graphics shader is bound which was created with the
VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, then all shaders created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag in the same vkCreateShadersEXT call must also be bound

- VUID-vkCmdDrawIndirectByteCountEXT-None-08699
  If any graphics shader is bound which was created with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag, any stages in between stages whose shaders which did not create a shader with the VK_SHADER_CREATE_LINK_STAGE_BIT_EXT flag as part of the same vkCreateShadersEXT call must not have any VkShaderEXT bound

- VUID-vkCmdDrawIndirectByteCountEXT-None-08878
  All bound graphics shader objects must have been created with identical or identically defined push constant ranges

- VUID-vkCmdDrawIndirectByteCountEXT-None-08879
  All bound graphics shader objects must have been created with identical or identically defined arrays of descriptor set layouts

- VUID-vkCmdDrawIndirectByteCountEXT-None-08880
  If the attachmentFeedbackLoopDynamicState feature is enabled on the device, and a shader object is bound to the VK_SHADER_STAGE_FRAGMENT_BIT stage, and the most recent call to vkCmdSetRasterizerDiscardEnable in the current command buffer set rasterizerDiscardEnable to VK_FALSE, then vkCmdSetAttachmentFeedbackLoopEnableEXT must have been called in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectByteCountEXT-pDynamicStates-08715
  If the bound graphics pipeline state includes a fragment shader stage, was created with VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE set in VkPipelineDynamicStateCreateInfo::*pDynamicStates, and the fragment shader declares the EarlyFragmentTests execution mode and uses OpDepthAttachmentReadEXT, the depthWriteEnable parameter in the last call to vkCmdSetDepthWriteEnable must be VK_FALSE

- VUID-vkCmdDrawIndirectByteCountEXT-pDynamicStates-08716
  If the bound graphics pipeline state includes a fragment shader stage, was created with VK_DYNAMIC_STATE_STENCIL_WRITE_MASK set in VkPipelineDynamicStateCreateInfo::*pDynamicStates, and the fragment shader declares the EarlyFragmentTests execution mode and uses OpStencilAttachmentReadEXT, the writeMask parameter in the last call to vkCmdSetStencilWriteMask must be 0

- VUID-vkCmdDrawIndirectByteCountEXT-None-09116
  If a shader object is bound to any graphics stage or the currently bound graphics pipeline was created with VK_DYNAMIC_STATE_COLOR_WRITE_MASk EXT, and the format of any color attachment is VK_FORMAT_E5B9G9R9_UFLOAT_PACK32, the corresponding element of the pColorWriteMasks parameter of vkCmdSetColorWriteMaskEXT 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

- VUID-vkCmdDrawIndirectByteCountEXT-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
If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, the value of each element of `VkRenderingAttachmentLocationInfoKHR::pColorAttachmentLocations` set by `vkCmdSetRenderingAttachmentLocationsKHR` **must** match the value set for the corresponding element in the currently bound pipeline.

If the current render pass was begun with `vkCmdBeginRendering`, and there is no shader object bound to any graphics stage, input attachment index mappings in the currently bound pipeline **must** match those set for the current render pass instance via `VkRenderingInputAttachmentIndexInfoKHR`.

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.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveTopology` **must** have been called 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 and the `dynamicPrimitiveTopologyUnrestricted` is `VK_FALSE`, then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopology` **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, then `vkCmdBindVertexBuffers2EXT` **must** have been called in the current command buffer prior to this draw command, and the `pStrides` parameter of `vkCmdBindVertexBuffers2EXT` **must** not be `NULL`.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetVertexInputEXT` **must** have been called in the current command buffer prior to this draw command.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetVertexInputEXT` **must** have been called in the current command buffer prior to this draw command.

If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetVertexInputEXT` **must** have been called in the current command buffer prior to this draw command.
If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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-vkCmdDrawIndirectByteCountEXT-Input-08734**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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-vkCmdDrawIndirectByteCountEXT-format-08936**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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-vkCmdDrawIndirectByteCountEXT-format-08937**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage 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-vkCmdDrawIndirectByteCountEXT-None-09203**
  If there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveRestartEnable` must have been called in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirectByteCountEXT-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`, there is a shader object bound to the `VK_SHADER_STAGE_VERTEX_BIT` stage then `vkCmdSetPrimitiveRestartEnable` must be set to `VK_FALSE`.

- **VUID-vkCmdDrawIndirectByteCountEXT-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-vkCmdDrawIndirectByteCountEXT-None-09462**
  If shader objects are used for drawing or 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
\texttt{VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance} is \texttt{VK_FALSE}, then firstInstance must be 0

• VUID-vkCmdDrawIndirectByteCountEXT-transformFeedback-02287
  \texttt{VkPhysicalDeviceTransformFeedbackFeaturesEXT::transformFeedback} must be enabled

• VUID-vkCmdDrawIndirectByteCountEXT-transformFeedbackDraw-02288
  The implementation must support \texttt{VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackDraw}

• VUID-vkCmdDrawIndirectByteCountEXT-vertexStride-02289
  \texttt{vertexStride} must be greater than 0 and less than or equal to \texttt{VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBufferDataStride}

• VUID-vkCmdDrawIndirectByteCountEXT-counterBuffer-04567
  If \texttt{counterBuffer} is non-sparse then it must be bound completely and contiguously to a single \texttt{VkDeviceMemory} object

• VUID-vkCmdDrawIndirectByteCountEXT-counterBuffer-02290
  \texttt{counterBuffer} must have been created with the \texttt{VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT} bit set

• VUID-vkCmdDrawIndirectByteCountEXT-counterBufferOffset-04568
  \texttt{counterBufferOffset} must be a multiple of 4

• VUID-vkCmdDrawIndirectByteCountEXT-counterOffset-09474
  \texttt{counterOffset} must be a multiple of 4

• VUID-vkCmdDrawIndirectByteCountEXT-vertexStride-09475
  \texttt{vertexStride} must be a multiple of 4

• VUID-vkCmdDrawIndirectByteCountEXT-commandBuffer-02646
  \texttt{commandBuffer} must not be a protected command buffer

\textbf{Valid Usage (Implicit)}

• VUID-vkCmdDrawIndirectByteCountEXT-commandBuffer-parameter
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

• VUID-vkCmdDrawIndirectByteCountEXT-counterBuffer-parameter
  \texttt{counterBuffer} must be a valid \texttt{VkBuffer} handle

• VUID-vkCmdDrawIndirectByteCountEXT-commandBuffer-recording
  \texttt{commandBuffer} must be in the \texttt{recording state}

• VUID-vkCmdDrawIndirectByteCountEXT-commandBuffer-cmdpool
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support graphics operations

• VUID-vkCmdDrawIndirectByteCountEXT-renderpass
  This command must only be called inside of a render pass instance

• VUID-vkCmdDrawIndirectByteCountEXT-videocoding
  This command must only be called outside of a video coding scope
Both of `commandBuffer`, and `counterBuffer` 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></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**

```spir-v
...%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 26. 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 \texttt{VkVertexInputAttributeDescription::location}. Such matrices are treated as an array of column vectors with values taken from the input attributes identified in \textit{Input attributes accessed by 32-bit input matrix variables}. The \texttt{VkVertexInputAttributeDescription::format} must be specified with a \texttt{VkFormat} that corresponds to the appropriate type of column vector. The Component decoration must not be used with matrix types.

Table 27. \textit{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 28. *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, z, -)</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, z, w)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i</td>
<td>2</td>
<td>(o, o, o, o), (x, y, z, w)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i+1</td>
<td>0 or unspecified</td>
<td>(x, y, o, o)</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), (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, z, w)</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, o, o), (x, y, 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, o, o), (x, y, z, w)</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 “0” 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.

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.

```cpp
// 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:

```cpp
// 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`
- VUID-VkVertexInputBindingDescription-stride-04456 If the `VK_KHR_portability_subset` extension is enabled, `stride` must be a multiple of, and at least as large as, `VkPhysicalDevicePortabilitySubsetPropertiesKHR::minVertexInputBindingStrideAlignment`

**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
// Provided by VK_VERSION_1_0
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`

- VUID-VkVertexInputAttributeDescription-vertexAttributeAccessBeyondStride-04457
  If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::vertexAttributeAccessBeyondStride` is `VK_FALSE`, the sum of offset plus the size of the vertex attribute data described by format
must not be greater than stride in the VkVertexInputBindingDescription referenced in binding

Valid Usage (Implicit)

- VUID-VkVertexInputAttributeDescription-format-parameter
  format must be a valid VkFormat value

To dynamically set the vertex input attribute and vertex input binding descriptions, call:

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects. Otherwise, this state is specified by the VkGraphicsPipelineCreateInfo::pVertexInputState values used to create the currently active pipeline.

If drawing using shader objects, or if the bound pipeline state object was also created with the VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE dynamic state enabled, then vkCmdBindVertexBuffers2 can be used instead of vkCmdSetVertexInputEXT to dynamically set the stride.

Valid Usage

- VUID-vkCmdSetVertexInputEXT-None-08547
  The shaderObject 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.

- VUID-vkCmdSetVertexInputEXT-videocoding
  This command must only be called outside of a video coding scope.

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The *VkVertexInputBindingDescription2EXT* structure is defined as:

```c
// Provided by VK_EXT_shader_object
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.

If `divisor` is not 1 then `inputRate` must be of type `VK_VERTEX_INPUT_RATE_INSTANCE`.

Valid Usage (Implicit)

- `sType` must be `VK_STRUCTURE_TYPE_VERTEX_INPUT_BINDING_DESCRIPTION_2_EXT`.
- `inputRate` must be a valid `VkVertexInputRate` value.

The `VkVertexInputAttributeDescription2EXT` structure is defined as:

```c
// Provided by VK_EXT_shader_object
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

- `location` must be less than `VkPhysicalDeviceLimits::maxVertexInputAttributes`.
- `binding` must be less than `VkPhysicalDeviceLimits::maxVertexInputBindings`.
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
define 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.
Valid Usage

- VUID-vkCmdBindVertexBuffers-firstBinding-00624
  firstBinding must be less than VkPhysicalDeviceLimits::maxVertexInputBindings

- VUID-vkCmdBindVertexBuffers-firstBinding-00625
  The sum of firstBinding and bindingCount must be less than or equal to
  VkPhysicalDeviceLimits::maxVertexInputBindings

- VUID-vkCmdBindVertexBuffers-pOffsets-00626
  All elements of pOffsets must be less than the size of the corresponding element in
  pBuffers

- VUID-vkCmdBindVertexBuffers-pBuffers-00627
  All elements of pBuffers must have been created with the
  VK_BUFFER_USAGE_VERTEX_BUFFER_BIT flag

- VUID-vkCmdBindVertexBuffers-pBuffers-00628
  Each element of pBuffers that is non-sparse must be bound completely and contiguously
  to a single VkDeviceMemory object

- VUID-vkCmdBindVertexBuffers-pBuffers-04001
  If the nullDescriptor feature is not enabled, all elements of pBuffers must not be
  VK_NULL_HANDLE

Valid Usage (Implicit)

- VUID-vkCmdBindVertexBuffers-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdBindVertexBuffers-pBuffers-parameter
  pBuffers must be a valid pointer to an array of bindingCount valid or VK_NULL_HANDLE
  VkBuffer handles

- VUID-vkCmdBindVertexBuffers-pOffsets-parameter
  pOffsets must be a valid pointer to an array of bindingCount VkDeviceSize values

- VUID-vkCmdBindVertexBuffers-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdBindVertexBuffers-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics
  operations

- VUID-vkCmdBindVertexBuffers-videocoding
  This command must only be called outside of a video coding scope

- VUID-vkCmdBindVertexBuffers-bindingCount-arraylength
  bindingCount must be greater than 0

- VUID-vkCmdBindVertexBuffers-commonparent
  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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></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_VERSION_1_3
void vkCmdBindVertexBuffers2(
    VkCommandBuffer commandBuffer,
    uint32_t firstBinding,
    uint32_t bindingCount,
    const VkBuffer* pBuffers,
    const VkDeviceSize* pOffsets,
    const VkDeviceSize* pSizes,
    const VkDeviceSize* pStrides);
```

or the equivalent command:

```c
// Provided by VK_EXT_shader_object
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]**. If **pSizes[i]** is **VK_WHOLE_SIZE** then the bound size is from **pBuffers[i]** plus **pOffsets[i]** to the end 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.

This command also **dynamically sets** the byte strides between consecutive elements within buffer **pBuffers[i]** to the corresponding **pStrides[i]** value when drawing using **shader objects**, or 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 drawing using **shader objects** then **vkCmdSetVertexInputEXT** can be used instead of **vkCmdBindVertexBuffers2** 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**, where **pSizes** is not **VK_WHOLE_SIZE**, **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-03362
  If `pStrides` is not `NULL` each element of `pStrides` must be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputBindingStride`

• VUID-vkCmdBindVertexBuffers2-pStrides-06209
  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)**

• VUID-vkCmdBindVertexBuffers2-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

• VUID-vkCmdBindVertexBuffers2-pBuffers-parameter
  `pBuffers` must be a valid pointer to an array of `bindingCount` valid or `VK_NULL_HANDLE` `VkBuffer` handles

• VUID-vkCmdBindVertexBuffers2-pOffsets-parameter
  `pOffsets` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values

• VUID-vkCmdBindVertexBuffers2-pSizes-parameter
  If `pSizes` is not `NULL`, `pSizes` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values

• VUID-vkCmdBindVertexBuffers2-pStrides-parameter
  If `pStrides` is not `NULL`, `pStrides` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values

• VUID-vkCmdBindVertexBuffers2-commandBuffer-recording
  `commandBuffer` must be in the `recording state`

• VUID-vkCmdBindVertexBuffers2-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

• VUID-vkCmdBindVertexBuffers2-videocoding
  This command must only be called outside of a video coding scope

• VUID-vkCmdBindVertexBuffers2-bindingCount-arraylength
  If any of `pSizes`, or `pStrides` are not `NULL`, `bindingCount` must be greater than 0

• VUID-vkCmdBindVertexBuffers2-commonparent
  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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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;                   // Provided by VK_KHR_vertex_attribute_divisor
    const void* pNext;                      // Provided by VK_KHR_vertex_attribute_divisor
    uint32_t vertexBindingDivisorCount;     // Provided by VK_KHR_vertex_attribute_divisor
    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 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 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:

```
// 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 `vkCmdBindVertexBuffers2` 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`

```cpp
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. When using shader objects, this instruction must be specified in the tessellation evaluation shader, and may also be specified in the tessellation control shader. When using pipelines, this instruction may be specified in either the tessellation evaluation or tessellation control shader. When using shader objects, tessellation-related modes that are required must be specified in the tessellation evaluation shader, and may also be specified in the tessellation control shader. Other tessellation-related modes may be specified in the tessellation evaluation shader. When using pipelines, 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. When using shader objects, one mode must be set in at least the tessellation evaluation stage. When using pipelines, one mode must be set in at least one of the tessellation shader stages. If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::tessellationIsolines is VK_FALSE, then isoline tessellation is not supported by the implementation, and IsoLines must not be used in either tessellation shader stage.

• VertexOrderCw and VertexOrderCcw. These control the orientation of triangles generated by the tessellator. When using shader objects, one mode must be set in at least the tessellation evaluation stage. When using pipelines, 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. When using shader objects, if PointMode is set in the tessellation control stage, it must be identically set in the tessellation evaluation stage. If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::tessellationPointMode` is `VK_FALSE`, then point mode tessellation is not supported by the implementation, and PointMode must not be used in either tessellation shader stage.

- **SpacingEqual, SpacingFractionalEven**, and **SpacingFractionalOdd**. Controls the spacing of segments on the edges of tessellated primitives. When using shader objects, one mode must be set in at least the tessellation evaluation stage. When using pipelines, 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. When using shader objects, one value must be set in at least the tessellation control stage. When using pipelines, 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`.
Figure 11. Domain parameterization for tessellation primitive modes (upper-left origin)
Figure 12. Domain parameterization for tessellation primitive modes (lower-left origin)

Caption

In the domain parameterization diagrams, the coordinates illustrate the value of 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 \(\text{maxLevel}\) 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.

**Note**

The value \(a\) is proportional (with a positive factor) to the signed area of the triangle.

In `Triangles` mode, even though the vertex coordinates have a \(w\) value, it does not participate directly in the computation of \(a\), being an affine combination of \(u\) 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 \(1 + \varepsilon\) 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 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)

**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 14. *Inner Quad Tessellation*.

![Figure 14: Inner Quad Tessellation](image)

**Caption**

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.

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, $\frac{1}{n}$, $\frac{2}{n}$, ..., $\frac{n-1}{n}$.

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.

**Note**

If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::tessellationIsolines` is `VK_FALSE`, then isoline tessellation is not supported by the implementation.

### 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.

**Note**

If the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::tessellationPointMode` is `VK_FALSE`, then tessellation point mode is not supported by the implementation.
22.10. Tessellation Pipeline State

The pTessellationState member of VkGraphicsPipelineCreateInfo is a pointer to a VkPipelineTessellationStateCreateInfo structure.

The VkPipelineTessellationStateCreateInfo structure is defined as:

```
// Provided by VK_VERSION_1_0
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
The `VkPipelineTessellationDomainOriginStateCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPipelineTessellationDomainOriginStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkTessellationDomainOrigin domainOrigin;
} VkPipelineTessellationDomainOriginStateCreateInfo;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance2
typedef VkPipelineTessellationDomainOriginStateCreateInfo
VkPipelineTessellationDomainOriginStateCreateInfoKHR;
```

- `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,
    // Provided by VK_KHR_maintenance2
    VK_TESSELLATION_DOMAIN_ORIGIN_UPPER_LEFT_KHR =
        VK_TESSELLATION_DOMAIN_ORIGIN_UPPER_LEFT,
    // Provided by VK_KHR_maintenance2
    VK_TESSELLATION_DOMAIN_ORIGIN_LOWER_LEFT_KHR =
        VK_TESSELLATION_DOMAIN_ORIGIN_LOWER_LEFT,
} VkTessellationDomainOrigin;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance2
typedef VkTessellationDomainOrigin VkTessellationDomainOriginKHR;
```

- `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.

To dynamically set the origin of the tessellation domain space, call:

```c
// Provided by VK_EXT_extended_dynamic_state3 with VK_KHR_maintenance2 or
// VK_VERSION_1_1, VK_EXT_shader_object
void vkCmdSetTessellationDomainOriginEXT(
    VkCommandBuffer commandBuffer,
    VkTessellationDomainOrigin domainOrigin);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `domainOrigin` specifies the origin of the tessellation domain space.

This command sets the origin of the tessellation domain space for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineTessellationDomainOriginStateCreateInfo::domainOrigin` value used to create the currently active pipeline.
Valid Usage

- VUID-vkCmdSetTessellationDomainOriginEXT-None-09423
  At least one of the following must be true:
  - The extendedDynamicState3TessellationDomainOrigin feature is enabled
  - The shaderObject feature is enabled

Valid Usage (Implicit)

- VUID-vkCmdSetTessellationDomainOriginEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
- VUID-vkCmdSetTessellationDomainOriginEXT-domainOrigin-parameter
  domainOrigin must be a valid VkTessellationDomainOrigin value
- VUID-vkCmdSetTessellationDomainOriginEXT-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdSetTessellationDomainOriginEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations
- VUID-vkCmdSetTessellationDomainOriginEXT-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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:

- Transform feedback (see Transform Feedback)
- 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. Transform Feedback

Before any other fixed-function vertex post-processing, vertex outputs from the last shader in the pre-rasterization shader stage can be written out to one or more transform feedback buffers bound to the command buffer. To capture vertex outputs the last pre-rasterization shader stage shader must be declared with the Xfb execution mode. Outputs decorated with XfbBuffer will be written out to the corresponding transform feedback buffers bound to the command buffer when transform feedback is active. Transform feedback buffers are bound to the command buffer by using vkCmdBindTransformFeedbackBuffersEXT. Transform feedback is made active by calling vkCmdBeginTransformFeedbackEXT and made inactive by calling vkCmdEndTransformFeedbackEXT. After vertex data is written it is possible to use vkCmdDrawIndirectByteCountEXT to start a new draw where the vertexCount is derived from the number of bytes written by a previous transform feedback.

When an individual point, line, or triangle primitive reaches the transform feedback stage while transform feedback is active, the values of the specified output variables are assembled into primitives and appended to the bound transform feedback buffers. After activating transform feedback, the values of the first assembled primitive are written at the starting offsets of the bound transform feedback buffers, and subsequent primitives are appended to the buffer. If the optional pCounterBuffers and pCounterBufferOffsets parameters are specified, the starting points within the transform feedback buffers are adjusted so data is appended to the previously written values indicated by the value stored by the implementation in the counter buffer.

For multi-vertex primitives, all values for a given vertex are written before writing values for any other vertex. Implementations may write out any vertex within the primitive first, but all subsequent vertices for that primitive must be written out in a consistent winding order defined as follows:

- If neither geometry or tessellation shading is active, vertices within a primitive are appended...
according to the winding order described by the primitive topology defined by the 
VkPipelineInputAssemblyStateCreateInfo:topology used to execute the drawing command.

- If geometry shading is active, vertices within a primitive are appended according to the winding 
order described by the primitive topology defined by the OutputPoints, OutputLineStrip, or 
OutputTriangleStrip execution mode.

- If tessellation shading is active but geometry shading is not, vertices within a primitive are 
appended according to the winding order defined by triangle tessellation, quad tessellation, and 
isoline tessellation.

When capturing vertices, the stride associated with each transform feedback buffer, as indicated by 
the XfbStride decoration, indicates the number of bytes of storage reserved for each vertex in the 
transform feedback buffer. For every vertex captured, each output attribute with a Offset 
decoration will be written to the storage reserved for the vertex at the associated transform 
feedback buffer. When writing output variables that are arrays or structures, individual array 
elements or structure members are written tightly packed in order. For vector types, individual 
components are written in order. For matrix types, outputs are written as an array of column 
vectors.

If any component of an output with an assigned transform feedback offset was not written to by its 
shader, the value recorded for that component is undefined. All components of an output variable 
must be written at an offset aligned to the size of the component. The size of each component of an 
output variable must be at least 32-bits. When capturing a vertex, any portion of the reserved 
storage not associated with an output variable with an assigned transform feedback offset will be 
unmodified.

When transform feedback is inactive, no vertices are recorded. If there is a valid counter buffer 
handle and counter buffer offset in the pCounterBuffers and pCounterBufferOffsets arrays, writes to 
the corresponding transform feedback buffer will start at the byte offset represented by the value 
stored in the counter buffer location.

Individual lines or triangles of a strip or fan primitive will be extracted and recorded separately. 
Incomplete primitives are not recorded.

When using a geometry shader that emits vertices to multiple vertex streams, a primitive will be 
assembled and output for each stream when there are enough vertices emitted for the output 
primitive type. All outputs assigned to a given transform feedback buffer are required to come 
from a single vertex stream.

The sizes of the transform feedback buffers are defined by the 
vkCmdBindTransformFeedbackBuffersEXT pSizes parameter for each of the bound buffers, or the 
size of the bound buffer, whichever is the lesser. If there is less space remaining in any of the 
transform feedback buffers than the size of all of the vertex data for that primitive based on the 
XfbStride for that XfbBuffer then no vertex data of that primitive is recorded in any transform 
feedback buffer, and the value for the number of primitives written in the corresponding 
VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT query for all transform feedback buffers is no longer 
incremented.

Any outputs made to a XfbBuffer that is not bound to a transform feedback buffer is ignored.
To bind transform feedback buffers to a command buffer for use in subsequent drawing commands, call:

```c
// Provided by VK_EXT_transform_feedback
void vkCmdBindTransformFeedbackBuffersEXT(
    VkCommandBuffer commandBuffer,
    uint32_t firstBinding,
    uint32_t bindingCount,
    const VkBuffer* pBuffers,
    const VkDeviceSize* pOffsets,
    const VkDeviceSize* pSizes);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `firstBinding` is the index of the first transform feedback binding whose state is updated by the command.
- `bindingCount` is the number of transform feedback 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 `VkDeviceSize` buffer sizes, specifying the maximum number of bytes to capture to the corresponding transform feedback buffer. If `pSizes` is NULL, or the value of the `pSizes` array element is `VK_WHOLE_SIZE`, then the maximum number of bytes captured will be the size of the corresponding buffer minus the buffer offset.

The values taken from elements i of `pBuffers`, `pOffsets` and `pSizes` replace the current state for the transform feedback binding `firstBinding + i`, for i in `[0, bindingCount)`. The transform feedback binding is updated to start at the offset indicated by `pOffsets[i]` from the start of the buffer `pBuffers[i].`

---

**Valid Usage**

- VUID-vkCmdBindTransformFeedbackBuffersEXT-transformFeedback-02355
  `VkPhysicalDeviceTransformFeedbackFeaturesEXT::transformFeedback` must be enabled
- VUID-vkCmdBindTransformFeedbackBuffersEXT-firstBinding-02356
  `firstBinding` must be less than `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBuffers`
- VUID-vkCmdBindTransformFeedbackBuffersEXT-firstBinding-02357
  The sum of `firstBinding` and `bindingCount` must be less than or equal to `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBuffers`
- VUID-vkCmdBindTransformFeedbackBuffersEXT-pOffsets-02358
  All elements of `pOffsets` must be less than the size of the corresponding element in `pBuffers`
- VUID-vkCmdBindTransformFeedbackBuffersEXT-pOffsets-02359
  All elements of `pOffsets` must be a multiple of 4
All elements of `pBuffers` must have been created with the `VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_BUFFER_BIT_EXT` flag.

If the optional `pSize` array is specified, each element of `pSizes` must either be `VK_WHOLE_SIZE`, or be less than or equal to `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBufferSize`.

All elements of `pSizes` must be either `VK_WHOLE_SIZE`, or less than or equal to the size of the corresponding buffer in `pBuffers`.

All elements of `pOffsets` plus `pSizes`, where the `pSizes`, element is not `VK_WHOLE_SIZE`, must be less than or equal to the size of the corresponding buffer in `pBuffers`.

Each element of `pBuffers` that is non-sparse must be bound completely and contiguously to a single `VkDeviceMemory` object.

Transform feedback must not be active when the `vkCmdBindTransformFeedbackBuffersEXT` command is recorded.

**Valid Usage (Implicit)**

- `commandBuffer` must be a valid `VkCommandBuffer` handle.
- `pBuffers` must be a valid pointer to an array of `bindingCount` valid `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.
- This command must only be called outside of a video coding scope.
- `bindingCount` must be greater than 0.
- Both of `commandBuffer`, and the elements of `pBuffers` 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Transform feedback for specific transform feedback buffers is made active by calling:

```c
// Provided by VK_EXT_transform_feedback
void vkCmdBeginTransformFeedbackEXT(
    VkCommandBuffer commandBuffer,  // Provided by VK_EXT_transform_feedback
    uint32_t firstCounterBuffer,    // Provided by VK_EXT_transform_feedback
    uint32_t counterBufferCount,    // Provided by VK_EXT_transform_feedback
    const VkBuffer* pCounterBuffers, // Provided by VK_EXT_transform_feedback
    const VkDeviceSize* pCounterBufferOffsets // Provided by VK_EXT_transform_feedback
);  // Provided by VK_EXT_transform_feedback
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `firstCounterBuffer` is the index of the first transform feedback buffer corresponding to `pCounterBuffers[0]` and `pCounterBufferOffsets[0]`.
- `counterBufferCount` is the size of the `pCounterBuffers` and `pCounterBufferOffsets` arrays.
- `pCounterBuffers` is `NULL` or a pointer to an array of `VkBuffer` handles to counter buffers. Each buffer contains a 4 byte integer value representing the byte offset from the start of the corresponding transform feedback buffer from where to start capturing vertex data. If the byte offset stored to the counter buffer location was done using `vkCmdEndTransformFeedbackEXT` it can be used to resume transform feedback from the previous location. If `pCounterBuffers` is `NULL`, then transform feedback will start capturing vertex data to byte offset zero in all bound transform feedback buffers. For each element of `pCounterBuffers` that is `VK_NULL_HANDLE`, transform feedback will start capturing vertex data to byte zero in the corresponding bound transform feedback buffer.
- `pCounterBufferOffsets` is `NULL` or a pointer to an array of `VkDeviceSize` values specifying offsets within each of the `pCounterBuffers` where the counter values were previously written. The location in each counter buffer at these offsets must be large enough to contain 4 bytes of data. This data is the number of bytes captured by the previous transform feedback to this buffer. If `pCounterBufferOffsets` is `NULL`, then it is assumed the offsets are zero.

The active transform feedback buffers will capture primitives emitted from the corresponding
XfbBuffer in the bound graphics pipeline. Any XfbBuffer emitted that does not output to an active transform feedback buffer will not be captured.

### Valid Usage

- **VUID-vkCmdBeginTransformFeedbackEXT-transformFeedback-02366**
  
  VkPhysicalDeviceTransformFeedbackFeaturesEXT::transformFeedback must be enabled

- **VUID-vkCmdBeginTransformFeedbackEXT-None-02367**
  
  Transform feedback must not be active

- **VUID-vkCmdBeginTransformFeedbackEXT-firstCounterBuffer-02368**
  
  firstCounterBuffer must be less than VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBuffers

- **VUID-vkCmdBeginTransformFeedbackEXT-firstCounterBuffer-02369**
  
  The sum of firstCounterBuffer and counterBufferCount must be less than or equal to VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBuffers

- **VUID-vkCmdBeginTransformFeedbackEXT-counterBufferCount-02607**
  
  If counterBufferCount is not 0, and pCounterBuffers is not NULL, pCounterBuffers must be a valid pointer to an array of counterBufferCount VkBuffer handles that are either valid or VK_NULL_HANDLE

- **VUID-vkCmdBeginTransformFeedbackEXT-pCounterBufferOffsets-02370**
  
  For each buffer handle in the array, if it is not VK_NULL_HANDLE it must reference a buffer large enough to hold 4 bytes at the corresponding offset from the pCounterBufferOffsets array

- **VUID-vkCmdBeginTransformFeedbackEXT-pCounterBuffer-02371**
  
  If pCounterBuffer is NULL, then pCounterBufferOffsets must also be NULL

- **VUID-vkCmdBeginTransformFeedbackEXT-pCounterBuffers-02372**
  
  For each buffer handle in the pCounterBuffers array that is not VK_NULL_HANDLE it must have been created with a usage value containing VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_COUNTER_BUFFER_BIT_EXT

- **VUID-vkCmdBeginTransformFeedbackEXT-firstCounterBuffer-09630**
  
  The sum of firstCounterBuffer and counterBufferCount must be less than or equal to the number of transform feedback buffers currently bound by vkCmdBindTransformFeedbackBuffersEXT

- **VUID-vkCmdBeginTransformFeedbackEXT-None-06233**
  
  If the shaderObject feature is not enabled, a valid graphics pipeline must be bound to VK_PIPELINE_BIND_POINT_GRAPHICS

- **VUID-vkCmdBeginTransformFeedbackEXT-None-04128**
  
  The last pre-rasterization shader stage of the bound graphics pipeline must have been declared with the Xfb execution mode

- **VUID-vkCmdBeginTransformFeedbackEXT-None-02373**
  
  Transform feedback must not be made active in a render pass instance with multiview enabled
Valid Usage (Implicit)

- VUID-vkCmdBeginTransformFeedbackEXT-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdBeginTransformFeedbackEXT-pCounterBufferOffsets-parameter
  If `counterBufferCount` is not 0, and `pCounterBufferOffsets` is not NULL, `pCounterBufferOffsets` must be a valid pointer to an array of `counterBufferCount` `VkDeviceSize` values

- VUID-vkCmdBeginTransformFeedbackEXT-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdBeginTransformFeedbackEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdBeginTransformFeedbackEXT-renderpass
  This command must only be called inside of a render pass instance

- VUID-vkCmdBeginTransformFeedbackEXT-videocoding
  This command must only be called outside of a video coding scope

- VUID-vkCmdBeginTransformFeedbackEXT-commonparent
  Both of `commandBuffer`, and the elements of `pCounterBuffers` 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Secondary</td>
<td>Inside</td>
<td>Outside</td>
<td>Graphics</td>
</tr>
</tbody>
</table>

Transform feedback for specific transform feedback buffers is made inactive by calling:
void vkCmdEndTransformFeedbackEXT(VkCommandBuffer commandBuffer, uint32_t firstCounterBuffer, uint32_t counterBufferCount, const VkBuffer* pCounterBuffers, const VkDeviceSize* pCounterBufferOffsets);

- `commandBuffer` is the command buffer into which the command is recorded.
- `firstCounterBuffer` is the index of the first transform feedback buffer corresponding to `pCounterBuffers[0]` and `pCounterBufferOffsets[0]`.
- `counterBufferCount` is the size of the `pCounterBuffers` and `pCounterBufferOffsets` arrays.
- `pCounterBuffers` is `NULL` or a pointer to an array of `VkBuffer` handles to counter buffers. The counter buffers are used to record the current byte positions of each transform feedback buffer where the next vertex output data would be captured. This can be used by a subsequent `vkCmdBeginTransformFeedbackEXT` call to resume transform feedback capture from this position. It can also be used by `vkCmdDrawIndirectByteCountEXT` to determine the vertex count of the draw call.
- `pCounterBufferOffsets` is `NULL` or a pointer to an array of `VkDeviceSize` values specifying offsets within each of the `pCounterBuffers` where the counter values can be written. The location in each counter buffer at these offsets must be large enough to contain 4 bytes of data. The data stored at this location is the byte offset from the start of the transform feedback buffer binding where the next vertex data would be written. If `pCounterBufferOffsets` is `NULL`, then it is assumed the offsets are zero.

Valid Usage

- VUID-vkCmdEndTransformFeedbackEXT-transformFeedback-02374
  VkPhysicalDeviceTransformFeedbackFeaturesEXT::transformFeedback must be enabled
- VUID-vkCmdEndTransformFeedbackEXT-None-02375
  Transform feedback must be active
- VUID-vkCmdEndTransformFeedbackEXT-firstCounterBuffer-02376
  `firstCounterBuffer` must be less than `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBuffers`
- VUID-vkCmdEndTransformFeedbackEXT-firstCounterBuffer-02377
  The sum of `firstCounterBuffer` and `counterBufferCount` must be less than or equal to `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBuffers`
- VUID-vkCmdEndTransformFeedbackEXT-counterBufferCount-02608
  If `counterBufferCount` is not 0, and `pCounterBuffers` is not `NULL`, `pCounterBuffers` must be a valid pointer to an array of `counterBufferCount` `VkBuffer` handles that are either valid or `VK_NULL_HANDLE`
- VUID-vkCmdEndTransformFeedbackEXT-pCounterBufferOffsets-02378
  For each buffer handle in the array, if it is not `VK_NULL_HANDLE` it must reference a
buffer large enough to hold 4 bytes at the corresponding offset from the 
pCounterBufferOffsets array

- VUID-vkCmdEndTransformFeedbackEXT-pCounterBuffer-02379
  If pCounterBuffer is NULL, then pCounterBufferOffsets must also be NULL

- VUID-vkCmdEndTransformFeedbackEXT-pCounterBuffers-02380
  For each buffer handle in the pCounterBuffers array that is not VK_NULL_HANDLE it must
  have been created with a usage value containing
  VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_COUNTER_BUFFER_BIT_EXT

Valid Usage (Implicit)

- VUID-vkCmdEndTransformFeedbackEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdEndTransformFeedbackEXT-pCounterBufferOffsets-parameter
  If counterBufferCount is not 0, and pCounterBufferOffsets is not NULL, pCounterBufferOffsets
  must be a valid pointer to an array of counterBufferCount VkDeviceSize values

- VUID-vkCmdEndTransformFeedbackEXT-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdEndTransformFeedbackEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics
  operations

- VUID-vkCmdEndTransformFeedbackEXT-renderpass
  This command must only be called inside of a render pass instance

- VUID-vkCmdEndTransformFeedbackEXT-videocoding
  This command must only be called outside of a video coding scope

- VUID-vkCmdEndTransformFeedbackEXT-commonparent
  Both of commandBuffer, and the elements of pCounterBuffers 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
24.2. 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.

24.3. 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 \( \text{VkPhysicalDeviceLimits::maxClipDistances} \) 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 \( \text{ClipDistance} \) 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 \( \text{ClipDistance} \) and \( \text{CullDistance} \), respectively, declared as an output in the interface of the entry point of the final shader stage before clipping.

If \( \text{VkPipelineRasterizationDepthClipStateCreateInfoEXT} \) is present in the graphics pipeline state then depth clipping is disabled if \( \text{VkPipelineRasterizationDepthClipStateCreateInfoEXT}::\text{depthClipEnable} \) is \( \text{VK_FALSE} \). Otherwise, if \( \text{VkPipelineRasterizationDepthClipStateCreateInfoEXT} \) is not present, depth clipping is disabled when \( \text{VkPipelineRasterizationStateCreateInfo}::\text{depthClampEnable} \) is \( \text{VK_TRUE} \).

To **dynamically set** enable or disable depth clamping, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetDepthClampEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 depthClampEnable);
```

- **commandBuffer** is the command buffer into which the command will be recorded.
- **depthClampEnable** specifies whether depth clamping is enabled.

This command sets whether depth clamping is enabled or disabled for subsequent drawing commands when drawing using **shader objects**, or when the graphics pipeline is created with \( \text{VK_DYNAMIC_STATEDEPTH_CLIP_ENABLE_EXT} \) set in \( \text{VkPipelineDynamicStateCreateInfo}::\text{pDynamicStates} \). Otherwise, this state is specified by the \( \text{VkPipelineRasterizationStateCreateInfo}::\text{depthClampEnable} \) value used to create the currently active pipeline.

If the depth clamping state is changed dynamically, and the pipeline was not created with \( \text{VK_DYNAMIC_STATEDEPTH_CLIP_ENABLE_EXT} \) enabled, then depth clipping is enabled when depth clamping is disabled and vice versa.
Valid Usage

- VUID-vkCmdSetDepthClampEnableEXT-None-09423
  At least one of the following must be true:
  - The `extendedDynamicState3DepthClampEnable` feature is enabled
  - The `shaderObject` feature is enabled

- VUID-vkCmdSetDepthClampEnableEXT-depthClamp-07449
  If the `depthClamp` feature is not enabled, `depthClampEnable` must be `VK_FALSE`

Valid Usage (Implicit)

- VUID-vkCmdSetDepthClampEnableEXT-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetDepthClampEnableEXT-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdSetDepthClampEnableEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdSetDepthClampEnableEXT-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set enable or disable depth clipping, call:
// Provided by VK_EXT_depth_clip_enable with VK_EXT_extended_dynamic_state3, 
VK_EXT_depth_clip_enable with VK_EXT_shader_object

```cpp
void vkCmdSetDepthClipEnableEXT(
    VkCommandBuffer commandBuffer, 
    VkBool32 depthClipEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `depthClipEnable` specifies whether depth clipping is enabled.

This command sets whether depth clipping is enabled or disabled for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationDepthClipStateCreateInfoEXT::depthClipEnable` value used to create the currently active pipeline, or is set to the inverse of `VkPipelineRasterizationStateCreateInfo::depthClampEnable` if `VkPipelineRasterizationDepthClipStateCreateInfoEXT` is not specified.

**Valid Usage**

- VUID-vkCmdSetDepthClipEnableEXT-None-09423
  At least one of the following **must** be true:
    - The `extendedDynamicState3DepthClipEnable` feature is enabled
    - The `shaderObject` feature is enabled
- VUID-vkCmdSetDepthClipEnableEXT-depthClipEnable-07451
  The `depthClipEnable` feature **must** be enabled

**Valid Usage (Implicit)**

- VUID-vkCmdSetDepthClipEnableEXT-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetDepthClipEnableEXT-commandBuffer-recording
  `commandBuffer` **must** be in the recording state
- VUID-vkCmdSetDepthClipEnableEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations
- VUID-vkCmdSetDepthClipEnableEXT-vidoeoding
  This command **must** only be called outside of a video coding scope

**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

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:

```c
// Provided by VK_VERSION_1_1
typedef enum VkPointClippingBehavior {
    VK_POINT_CLIPPING_BEHAVIOR_ALL_CLIP_PLANES = 0,
    VK_POINT_CLIPPING_BEHAVIOR_USER_CLIP_PLANES_ONLY = 1,
    // Provided by VK_KHR_maintenance2
    VK_POINT_CLIPPING_BEHAVIOR_ALL_CLIP_PLANES_KHR = VK_POINT_CLIPPING_BEHAVIOR_ALL_CLIP_PLANES,
    // Provided by VK_KHR_maintenance2
    VK_POINT_CLIPPING_BEHAVIOR_USER_CLIP_PLANES_ONLY_KHR = VK_POINT_CLIPPING_BEHAVIOR_USER_CLIP_PLANES_ONLY,
} VkPointClippingBehavior;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance2
typedef VkPointClippingBehavior VkPointClippingBehaviorKHR;
```

• `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.

### 24.4. 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 \(P\) as

\[
c = t c_1 + (1-t) c_2.
\]

(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 `NoPerspective`, the value of \( t \) used to obtain the output value associated with \( P \) will be adjusted to produce results that vary linearly in framebuffer space.

Output attributes of integer or unsigned integer type must always be flat shaded. Flat shaded attributes are constant over the primitive being rasterized (see Basic Line Segment Rasterization and Basic Polygon Rasterization), and no interpolation is performed. The output value \( c \) is taken from either \( c_1 \) or \( c_2 \), since flat shading has already occurred and the two values are identical.

### 24.5. Coordinate Transformations

*Clip coordinates* for a vertex result from shader execution, which yields a vertex coordinate `Position`.

Perspective division on clip coordinates yields *normalized device coordinates*, followed by a viewport transformation (see Controlling the Viewport) to convert these coordinates into framebuffer coordinates.

If a vertex in clip coordinates has a position given by

\[
\begin{bmatrix}
  x_c \\
  y_c \\
  z_c \\
  w_c
\end{bmatrix}
\]

then the vertex’s normalized device coordinates are

\[
\begin{bmatrix}
  x_d \\
  y_d \\
  z_d
\end{bmatrix} = \begin{bmatrix}
  x_c \\
  y_c \\
  z_c \\
  w_c
\end{bmatrix}
\]

### 24.6. 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

\[x_f = \left(\frac{p_x}{2}\right) x_d + o_x\]

\[y_f = \left(\frac{p_y}{2}\right) y_d + o_y\]
\[ z_t = p_z \times z_d + o_z \]

Multiple viewports are available, numbered zero up to `VkPhysicalDeviceLimits::maxViewports` minus one. The number of viewports used by a pipeline is controlled by the `viewportCount` member of the `VkPipelineViewportStateCreateInfo` structure used in pipeline creation.

\( x_f \) and \( y_f \) have limited precision, where the number of fractional bits retained is specified by `VkPhysicalDeviceLimits::subPixelPrecisionBits`. When rasterizing line segments, the number of fractional bits is specified by `VkPhysicalDeviceLineRasterizationPropertiesKHR::lineSubPixelPrecisionBits`.

The `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;
```

- `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.
- `viewportCount` is the number of viewports used by the pipeline.
- `pViewports` is a pointer to an array of `VkViewport` structures, defining the viewport transforms. If the viewport state is dynamic, this member is ignored.
- `scissorCount` is the number of scissors and must match the number of viewports.
- `pScissors` is a pointer to an array of `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:

```c
// Provided by VK_VERSION_1_3
void vkCmdSetViewportWithCount(
    VkCommandBuffer commandBuffer,
    uint32_t viewportCount,
    const VkViewport* pViewports);
```
or the equivalent command
// Provided by VK_EXT_shader_object

```c
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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

- **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-videcoding**
  This command must only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To **dynamically set** the scissor count and scissor rectangular bounds, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdSetScissorWithCount(
    VkCommandBuffer commandBuffer,
    uint32_t scissorCount,
    const VkRect2D* pScissors);
```

or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of VkApplicationInfo::apiVersion used to create the VkInstance parent of commandBuffer is greater than or equal to Version 1.3

- 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-videocoding
  This command must only be called outside of a video coding scope

- 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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</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:

// Provided by VK_VERSION_1_0
void vkCmdSetViewport(
    VkCommandBuffer commandBuffer,
    uint32_t firstViewport,
    uint32_t viewportCount,
    const VkViewport* pViewports);

- 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 drawing using **shader objects**, or 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
  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-videocoding
  This command must only be called outside of a video coding scope

- 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
Both `VkPipelineViewportStateCreateInfo` and `vkCmdSetViewport` use `VkViewport` to set the viewport transformation parameters.

The `VkViewport` structure is defined as:

```c
// 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 \(z\) 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 \(k \in \{ 0, 1, \ldots, 2^m-1 \}\), 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

\[
\begin{align*}
o_x &= x + \frac{\text{width}}{2} \\
o_y &= y + \frac{\text{height}}{2} \\
o_z &= \text{minDepth}
\end{align*}
\]
\[ p_x = \text{width} \]

\[ p_y = \text{height} \]

\[ p_z = \text{maxDepth} - \text{minDepth} \]

The application can specify a negative term for \text{height}, which has the effect of negating the \text{y} coordinate in clip space before performing the transform. When using a negative \text{height}, the application should also adjust the \text{y} value to point to the lower left corner of the viewport instead of the upper left corner. Using the negative \text{height} allows the application to avoid having to negate the \text{y} component of the \text{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
  \text{width} must be greater than 0.0

- VUID-VkViewport-width-01771
  \text{width} must be less than or equal to \text{VkPhysicalDeviceLimits::maxViewportDimensions[0]}

- VUID-VkViewport-apiVersion-07917
  If the \text{VK_KHR_maintenance1} extension is not enabled, the \text{VK_AMD_negative_viewport_height} extension is not enabled, and \text{VkPhysicalDeviceProperties::apiVersion} is less than Vulkan 1.1, \text{height} must be greater than 0.0

- VUID-VkViewport-height-01773
  The absolute value of \text{height} must be less than or equal to \text{VkPhysicalDeviceLimits::maxViewportDimensions[1]}

- VUID-VkViewport-x-01774
  \text{x} must be greater than or equal to \text{viewportBoundsRange[0]}

- VUID-VkViewport-x-01232
  \((x + \text{width})\) must be less than or equal to \text{viewportBoundsRange[1]}

- VUID-VkViewport-y-01775
  \text{y} must be greater than or equal to \text{viewportBoundsRange[0]}

- VUID-VkViewport-y-01776
  \text{y} must be less than or equal to \text{viewportBoundsRange[1]}

- VUID-VkViewport-y-01777
  \((y + \text{height})\) must be greater than or equal to \text{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;
    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`

- **VUID-VkPipelineRasterizationStateCreateInfo-pointPolygons-04458**
  If the **VK_KHR_portability_subset** extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::pointPolygons` is `VK_FALSE`, and `rasterizerDiscardEnable` is `VK_FALSE`, `polygonMode` must not be `VK_POLYGON_MODE_POINT`

---

### 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 `VkDepthBiasRepresentationInfoEXT`, `VkPipelineRasterizationDepthClipStateCreateInfoEXT`, `VkPipelineRasterizationLineStateCreateInfoKHR`, `VkPipelineRasterizationStateStreamCreateInfoEXT` or `VkPipelineRasterizationStateCreateInfo-sType-unique`

  The `sType` value of each struct in the `pNext` chain must be unique.
• VUID-VkPipelineRasterizationStateCreateInfo-flags-zerobitmask
  flags must be 0

• VUID-VkPipelineRasterizationStateCreateInfo-polygonMode-parameter
  polygonMode must be a validVkPolygonModevalue

• VUID-VkPipelineRasterizationStateCreateInfo-cullMode-parameter
  cullMode must be a validcombination ofVkCullModeFlagBitsvalues

• VUID-VkPipelineRasterizationStateCreateInfo-frontFace-parameter
  frontFace must be a validVkFrontFacevalue

// Provided by VK_VERSION_1_0
typedef VkPipelineRasterizationStateCreateFlags;

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

If the pNext chain of VkPipelineRasterizationStateCreateInfo includes a VkPipelineRasterizationDepthClipStateCreateInfoEXTstructure, then that structure controls whether depth clipping is enabled or disabled.

TheVkPipelineRasterizationDepthClipStateCreateInfoEXTstructure is defined as:

// Provided by VK_EXT_depth_clip_enable
typedef struct VkPipelineRasterizationDepthClipStateCreateInfoEXT {
  VkStructureType sType;
  const void* pNext;
  VkPipelineRasterizationDepthClipStateCreateFlagsEXT flags;
  VkBool32 depthClipEnable;
} VkPipelineRasterizationDepthClipStateCreateInfoEXT;

• sType is a VkStructureTypevalue 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
typedef VkFlags VkPipelineRasterizationDepthClipStateCreateFlagsEXT;

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

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. This value is ignored for the purposes of setting the number of samples used in rasterization if the pipeline is created with the VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT dynamic state set, but if VK_DYNAMIC_STATE_SAMPLE_MASK_EXT dynamic state is not set, it is still used to define the size of the **pSampleMask** array as described below.

- **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 × w + b. **pSampleMask** has a length equal to \( \lceil \frac{\text{rasterizationSamples}}{32} \rceil \) words.

If **pSampleMask** is NULL, it is treated as if the mask has all bits set to 1.
Valid Usage

- VUID-VkPipelineMultisampleStateCreateInfo-sampleShading Enable-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`

- VUID-VkPipelineMultisampleStateCreateInfo-minSampleShading-00786
  `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`

- 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
  `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.

25.1. Discarding Primitives Before Rasterization

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_VERSION_1_3
void vkCmdSetRasterizerDiscardEnable(
    VkCommandBuffer commandBuffer,       
    VkBool32 rasterizerDiscardEnable);   
```

or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 `shaderObject` feature is enabled
    - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

Valid Usage (Implicit)

- VUID-vkCmdSetRasterizerDiscardEnable-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle
25.2. Controlling the Vertex Stream Used for Rasterization

By default vertex data output from the last pre-rasterization shader stage are directed to vertex stream zero. Geometry shaders can emit primitives to multiple independent vertex streams. Each vertex emitted by the geometry shader is directed at one of the vertex streams. As vertices are received on each vertex stream, they are arranged into primitives of the type specified by the geometry shader output primitive type. The shading language instructions OpEndPrimitive and OpEndStreamPrimitive can be used to end the primitive being assembled on a given vertex stream and start a new empty primitive of the same type. An implementation supports up toVkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams streams, which is at least 1. The individual streams are numbered 0 through maxTransformFeedbackStreams minus 1. There is no requirement on the order of the streams to which vertices are emitted, and the number of vertices emitted to each vertex stream can be completely independent, subject only to theVkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreamDataSize and VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBufferDataSize limits. The primitives output from all vertex streams are passed to the transform feedback stage to be captured to transform feedback buffers in the manner specified by the last pre-rasterization shader stage shader's XfbBuffer, XfbStride, and Offsets decorations on the output interface variables in the graphics pipeline. To use a vertex stream other than zero, or to use multiple streams, the GeometryStreams capability must be specified.
By default, the primitives output from vertex stream zero are rasterized. If the implementation supports the `VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackRasterizationStreamSelect` property it is possible to rasterize a vertex stream other than zero.

By default, geometry shaders that emit vertices to multiple vertex streams are limited to using only the `OutputPoints` output primitive type. If the implementation supports the `VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackStreamsLinesTriangles` property it is possible to emit `OutputLineStrip` or `OutputTriangleStrip` in addition to `OutputPoints`.

The vertex stream used for rasterization is specified by adding a `VkPipelineRasterizationStateStreamCreateInfoEXT` structure to the `pNext` chain of a `VkPipelineRasterizationStateCreateInfo` structure.

The `VkPipelineRasterizationStateStreamCreateInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_transform_feedback
typedef struct VkPipelineRasterizationStateStreamCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkPipelineRasterizationStateStreamCreateFlagsEXT flags;
    uint32_t rasterizationStream;
} VkPipelineRasterizationStateStreamCreateInfoEXT;
```

- `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.
- `rasterizationStream` is the vertex stream selected for rasterization.

If this structure is not present, `rasterizationStream` is assumed to be zero.

**Valid Usage**

- VUID-VkPipelineRasterizationStateStreamCreateInfoEXT-geometryStreams-02324 `VkPhysicalDeviceTransformFeedbackFeaturesEXT::geometryStreams` must be enabled
- VUID-VkPipelineRasterizationStateStreamCreateInfoEXT-rasterizationStream-02325 `rasterizationStream` must be less than `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams`
- VUID-VkPipelineRasterizationStateStreamCreateInfoEXT-rasterizationStream-02326 `rasterizationStream` must be zero if `VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackRasterizationStreamSelect` is `VK_FALSE`

**Valid Usage (Implicit)**

- VUID-VkPipelineRasterizationStateStreamCreateInfoEXT-sType-sType
sType must be VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_STATE_STREAM_CREATE_INFO_EXT

- VUID-VkPipelineRasterizationStateStreamCreateInfoEXT-flags-zerobitmask
  flags must be 0

// Provided by VK_EXT_transform_feedback
typedef VkFlags VkPipelineRasterizationStateStreamCreateFlagsEXT;

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

To dynamically set the rasterizationStream state, call:

// Provided by VK_EXT_extended_dynamic_state3 with VK_EXT_transform_feedback,
// VK_EXT_shader_object with VK_EXT_transform_feedback
void vkCmdSetRasterizationStreamEXT(
  VkCommandBuffer commandBuffer,
  uint32_t rasterizationStream);

- commandBuffer is the command buffer into which the command will be recorded.
- rasterizationStream specifies the rasterizationStream state.

This command sets the rasterizationStream state for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineRasterizationStateStreamCreateInfoEXT::rasterizationStream value used to create the currently active pipeline.

Valid Usage

- VUID-vkCmdSetRasterizationStreamEXT-None-09423
  At least one of the following must be true:
  - The extendedDynamicState3RasterizationStream feature is enabled
  - The shaderObject feature is enabled

- VUID-vkCmdSetRasterizationStreamEXT-transformFeedback-07411
  The transformFeedback feature must be enabled

- VUID-vkCmdSetRasterizationStreamEXT-rasterizationStream-07412
  rasterizationStream must be less than VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams

- VUID-vkCmdSetRasterizationStreamEXT-rasterizationStream-07413
  rasterizationStream must be zero if VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackRasterizationStreamSelect is VK_FALSE
25.3. Rasterization Order

Within a subpass of a render pass instance, for a given \( (x,y,\text{layer},\text{sample}) \) 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.

25.4. 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, rasterizationSamples).

To dynamically set the rasterizationSamples, call:

```c
void vkCmdSetRasterizationSamplesEXT(
    VkCommandBuffer commandBuffer, 
    VkSampleCountFlagBits rasterizationSamples);
```

- commandBuffer is the command buffer into which the command will be recorded.
- rasterizationSamples specifies rasterizationSamples.

This command sets the rasterizationSamples for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineMultisampleStateCreateInfo::rasterizationSamples value used to create the currently active pipeline.
Valid Usage

• VUID-vkCmdSetRasterizationSamplesEXT-None-09423
  At least one of the following must be true:
  ◦ The extendedDynamicState3RasterizationSamples feature is enabled
  ◦ The shaderObject feature is enabled

Valid Usage (Implicit)

• VUID-vkCmdSetRasterizationSamplesEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
• VUID-vkCmdSetRasterizationSamplesEXT-rasterizationSamples-parameter
  rasterizationSamples must be a valid VkSampleCountFlagBits value
• VUID-vkCmdSetRasterizationSamplesEXT-commandBuffer-recording
  commandBuffer must be in the recording state
• VUID-vkCmdSetRasterizationSamplesEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations
• VUID-vkCmdSetRasterizationSamplesEXT-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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:
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 29. Pixel indices - 1 wide**

<table>
<thead>
<tr>
<th>1x1</th>
<th>1x2</th>
<th>1x4</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="1x1 diagram" /></td>
<td><img src="image" alt="1x2 diagram" /></td>
<td><img src="image" alt="1x4 diagram" /></td>
</tr>
</tbody>
</table>

**Table 30. Pixel indices - 2 wide**

![2x2 diagram](image)
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>VK_SAMPLE_COUNT_1_BIT</td>
<td>(0.5,0.5)</td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_2_BIT</td>
<td>(0.75,0.75)</td>
</tr>
<tr>
<td></td>
<td>(0.25,0.25)</td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_4_BIT</td>
<td>(0.375, 0.125)</td>
</tr>
<tr>
<td></td>
<td>(0.875, 0.375)</td>
</tr>
<tr>
<td></td>
<td>(0.125, 0.625)</td>
</tr>
<tr>
<td></td>
<td>(0.625, 0.875)</td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_8_BIT</td>
<td>(0.5625, 0.3125)</td>
</tr>
<tr>
<td></td>
<td>(0.4375, 0.6875)</td>
</tr>
<tr>
<td></td>
<td>(0.8125, 0.5625)</td>
</tr>
<tr>
<td></td>
<td>(0.3125, 0.1875)</td>
</tr>
<tr>
<td></td>
<td>(0.1875, 0.8125)</td>
</tr>
<tr>
<td></td>
<td>(0.625, 0.4375)</td>
</tr>
<tr>
<td></td>
<td>(0.3125, 0.9375)</td>
</tr>
<tr>
<td></td>
<td>(0.9375, 0.0625)</td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_16_BIT</td>
<td>(0.5625, 0.5625)</td>
</tr>
<tr>
<td></td>
<td>(0.4375, 0.3125)</td>
</tr>
<tr>
<td></td>
<td>(0.3125, 0.625)</td>
</tr>
<tr>
<td></td>
<td>(0.75, 0.4375)</td>
</tr>
<tr>
<td></td>
<td>(0.1875, 0.375)</td>
</tr>
<tr>
<td></td>
<td>(0.625, 0.8125)</td>
</tr>
<tr>
<td></td>
<td>(0.8125, 0.6875)</td>
</tr>
<tr>
<td></td>
<td>(0.6875, 0.1875)</td>
</tr>
<tr>
<td></td>
<td>(0.375, 0.875)</td>
</tr>
<tr>
<td></td>
<td>(0.5, 0.0625)</td>
</tr>
<tr>
<td></td>
<td>(0.25, 0.125)</td>
</tr>
<tr>
<td></td>
<td>(0.125, 0.75)</td>
</tr>
<tr>
<td></td>
<td>(0.0, 0.5)</td>
</tr>
<tr>
<td></td>
<td>(0.9375, 0.25)</td>
</tr>
<tr>
<td></td>
<td>(0.875, 0.9375)</td>
</tr>
<tr>
<td></td>
<td>(0.0625, 0.0)</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:

```c
// 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></td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_4_BIT</td>
<td></td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td></td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_4_BIT</td>
<td></td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td></td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_4_BIT</td>
<td></td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td>{2,2}</td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_4_BIT</td>
<td>{2,1}</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.

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
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.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceFragmentShadingRateKHR-sType-sType
  - **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_KHR`
- VUID-VkPhysicalDeviceFragmentShadingRateKHR-pNext-pNext
  - **pNext** must be NULL

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
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
// Provided by VK_KHR_fragment_shading_rate
void vkCmdSetFragmentShadingRateKHR(
    VkCommandBuffer commandBuffer,
    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 drawing using shader objects, or 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

- VUID-vkCmdSetFragmentShadingRateKHR-videocoding
  This command must only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></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:
size_w = 2^{\text{texel}(4k+3)}
size_h = 2^{\text{texel}(k3)}

where texel is the value in the first component of the identified texel, and size_w and 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 size_w = 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 `fragmentShadingRateWithSampleMask` limit is not supported, and `VkPipelineMultisampleStateCreateInfo::pSampleMask` contains a zero value in any bit used by fragment operations.
- The `fragmentShadingRateWithShaderSampleMask` is not supported, and the fragment shader has `SampleMask` in the input or output interface.
- The `fragmentShadingRateWithShaderDepthStencilWrites` limit is not supported, and the fragment shader declares the `FragDepth` built-in.
- The fragment shader declares any of the `TileImageColorReadAccessEXT`, `TileImageDepthReadAccessEXT`, or `TileImageStencilReadAccessEXT` capabilities.

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 `VkFragmentShadingRateCombinerOpKHR`:

````
// Provided by 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;
````

1548
• VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR specifies a combiner operation of combine($A_{xy}$, $B_{xy}$) = $A_{xy}$.
• VK_FRAGMENT_SHADING_RATE_COMBINER_OP_REPLACE_KHR specifies a combiner operation of combine($A_{xy}$, $B_{xy}$) = $B_{xy}$.
• VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MIN_KHR specifies a combiner operation of combine($A_{xy}$, $B_{xy}$) = min($A_{xy}$, $B_{xy}$).
• VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MAX_KHR specifies a combiner operation of combine($A_{xy}$, $B_{xy}$) = max($A_{xy}$, $B_{xy}$).
• VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MUL_KHR specifies a combiner operation of 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 do so if VkPhysicalDeviceMaintenance6PropertiesKHR::fragmentShadingRateClampCombinerInputs is set to VK_TRUE. All implementations 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 $R_y' \leq R_x$.  

1549
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 \(\max(\lceil \text{VkPipelineMultisampleStateCreateInfo}::\text{minSampleShading} \times \text{VkPipelineMultisampleStateCreateInfo}::\text{rasterizationSamples} \rceil, 1)\) times per fragment. If \(\text{VkPipelineMultisampleStateCreateInfo}::\text{sampleShadingEnable}\) 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. Barycentric Interpolation

When the **fragmentShaderBarycentric** feature is enabled, the **PerVertexKHR** interpolation decoration **can** be used with fragment shader inputs to indicate that the decorated inputs do not have associated data in the fragment. Such inputs **can** only be accessed in a fragment shader using an array index whose value (0, 1, or 2) identifies one of the vertices of the primitive that produced the fragment. Reads of per-vertex values for missing vertices, such as the third vertex of a line primitive, will return values from the valid vertex with the highest index. This means that the per-vertex values of indices 1 and 2 for point primitives will be equal to those of index 0, and the per-vertex values of index 2 for line primitives will be equal to those of index 1.
When tessellation and geometry shading are not active, fragment shader inputs decorated with PerVertexKHR will take values from one of the vertices of the primitive that produced the fragment, identified by the extra index provided in SPIR-V code accessing the input. If the \( n \) vertices passed to a draw call are numbered 0 through \( n-1 \), and the point, line, and triangle primitives produced by the draw call are numbered with consecutive integers beginning with zero, the following table indicates the original vertex numbers used for index values of 0, 1, and 2. If an input decorated with PerVertexKHR is accessed with any other vertex index value, or is accessed while rasterizing a polygon when the VkPipelineRasterizationStateCreateInfo::polygonMode property of the currently active pipeline is not VK_POLYGON_MODE_FILL, an undefined value is returned.

<table>
<thead>
<tr>
<th>Primitive Topology</th>
<th>Vertex 0</th>
<th>Vertex 1</th>
<th>Vertex 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_POINT_LIST</td>
<td>i</td>
<td>i</td>
<td>i</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_LINE_LIST</td>
<td>2i</td>
<td>2i+1</td>
<td>2i+1</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_LINE_STRIP</td>
<td>i</td>
<td>i+1</td>
<td>i+1</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST</td>
<td>3i</td>
<td>3i+1</td>
<td>3i+2</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP (even)</td>
<td>i</td>
<td>i+1</td>
<td>i+2</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP (odd)</td>
<td>i</td>
<td>i+2</td>
<td>i+1</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN</td>
<td>i+1</td>
<td>i+2</td>
<td>0</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY</td>
<td>4i+1</td>
<td>4i+2</td>
<td>4i+2</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY</td>
<td>i+1</td>
<td>i+2</td>
<td>i+2</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY</td>
<td>6i</td>
<td>6i+2</td>
<td>6i+4</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY (even)</td>
<td>2i</td>
<td>2i+2</td>
<td>2i+4</td>
</tr>
<tr>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY (odd)</td>
<td>2i</td>
<td>2i+4</td>
<td>2i+2</td>
</tr>
</tbody>
</table>

When geometry shading is active, primitives processed by fragment shaders are assembled from the vertices emitted by the geometry shader. In this case, the vertices used for fragment shader inputs decorated with PerVertexKHR are derived by treating the primitives produced by the shader as though they were specified by a draw call and consulting the table above.

When using tessellation without geometry shading, the tessellator produces primitives in an implementation-dependent manner. While there is no defined vertex ordering for inputs decorated
with `PerVertexKHR`, the vertex ordering used in this case will be consistent with the ordering used to
derive the values of inputs decorated with `BaryCoordKHR` or `BaryCoordNoPerspKHR`.

Fragment shader inputs decorated with `BaryCoordKHR` or `BaryCoordNoPerspKHR` hold three-component
vectors with barycentric weights that indicate the location of the fragment relative to the screen-
space locations of vertices of its primitive. For point primitives, such variables are always assigned
the value (1,0,0). For line primitives, the built-ins are obtained by interpolating an attribute whose
values for the vertices numbered 0 and 1 are (1,0,0) and (0,1,0), respectively. For polygon primitives,
the built-ins are obtained by interpolating an attribute whose values for the vertices numbered 0, 1,
and 2 are (1,0,0), (0,1,0), and (0,0,1), respectively. For `BaryCoordKHR`, the values are obtained using
perspective interpolation. For `BaryCoordNoPerspKHR`, the values are obtained using linear
interpolation. The values of `BaryCoordKHR` and `BaryCoordNoPerspKHR` are undefined while rasterizing a
polygon when the `VkPipelineRasterizationStateCreateInfo::polygonMode` property of the currently
active pipeline is not `VK_POLYGON_MODE_FILL`.

### 25.8. 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 `[PointSizeRange[0],
PointSizeRange[1])`. The value written to `PointSize` must be greater than zero. If `maintenance5`
is enabled, and a value is not written to `PointSize`, the point size takes a default value of 1.0.

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.

### 25.8.1. Basic Point Rasterization

Point rasterization produces a fragment for each fragment area group of framebuffer pixels with
one or more sample points that intersect a region centered at the point’s \((x_f, y_f)\). 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 `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 \(t\):

\[ s = \frac{x_f - x_0}{x_1 - x_0}, \]
\[ t = \frac{y_f - y_0}{y_1 - y_0}, \]
where 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 \((x_f, y_f)\) is the exact, unrounded framebuffer coordinate of the vertex for the point.

### 25.9. Line Segments

Line segment rasterization options are controlled by the \texttt{VkPipelineRasterizationLineStateCreateInfoKHR} structure.

The \texttt{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;
```

- \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{lineRasterizationMode} is a \texttt{VkLineRasterizationModeKHR} value selecting the style of line rasterization.
- \texttt{stippledLineEnable} enables \texttt{stippled line rasterization}.
- \texttt{lineStippleFactor} is the repeat factor used in stippled line rasterization.
- \texttt{lineStipplePattern} is the bit pattern used in stippled line rasterization.

If \texttt{stippledLineEnable} is \texttt{VK_FALSE}, the values of \texttt{lineStippleFactor} and \texttt{lineStipplePattern} are ignored.

#### Valid Usage

- **VUID-VkPipelineRasterizationLineStateCreateInfoKHR-lineRasterizationMode-02768**
  If \texttt{lineRasterizationMode} is \texttt{VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR}, then the \texttt{rectangularLines} feature \textbf{must} be enabled.

- **VUID-VkPipelineRasterizationLineStateCreateInfoKHR-lineRasterizationMode-02769**
  If \texttt{lineRasterizationMode} is \texttt{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:
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;

- **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 lineRasterizationMode state, call:

```c
// Provided by VK_EXT_extended_dynamic_state3 with VK_EXT_line_rasterization,
void vkCmdSetLineRasterizationModeEXT(
    VkCommandBuffer commandBuffer,
    VkLineRasterizationModeEXT lineRasterizationMode);
```

- `commandBuffer` is the command buffer into which the command will be recorded.

- `lineRasterizationMode` specifies the lineRasterizationMode state.

This command sets the lineRasterizationMode state for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineRasterizationLineStateCreateInfoKHR::lineRasterizationMode value used to create the currently active pipeline.
Valid Usage

- VUID-vkCmdSetLineRasterizationModeEXT-None-09423
  At least one of the following must be true:
  - The extendedDynamicState3LineRasterizationMode feature is enabled
  - The shaderObject feature is enabled

- VUID-vkCmdSetLineRasterizationModeEXT-lineRasterizationMode-07418
  If lineRasterizationMode is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR, then the rectangularLines feature must be enabled

- VUID-vkCmdSetLineRasterizationModeEXT-lineRasterizationMode-07419
  If lineRasterizationMode is VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR, then the bresenhamLines feature must be enabled

- VUID-vkCmdSetLineRasterizationModeEXT-lineRasterizationMode-07420
  If lineRasterizationMode is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR, then the smoothLines feature must be enabled

Valid Usage (Implicit)

- VUID-vkCmdSetLineRasterizationModeEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdSetLineRasterizationModeEXT-lineRasterizationMode-parameter
  lineRasterizationMode must be a valid VkLineRasterizationModeEXT value

- VUID-vkCmdSetLineRasterizationModeEXT-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdSetLineRasterizationModeEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdSetLineRasterizationModeEXT-videocoding
  This command must only be called outside of a video coding scope

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 the `stippledLineEnable` state, call:

```c
void vkCmdSetLineStippleEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 stippledLineEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `stippledLineEnable` specifies the `stippledLineEnable` state.

This command sets the `stippledLineEnable` state for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo`::`pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationLineStateCreateInfoKHR`::`stippledLineEnable` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetLineStippleEnableEXT-None-09423**
  At least one of the following must be true:
  - The `extendedDynamicState3LineStippleEnable` feature is enabled
  - The `shaderObject` feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetLineStippleEnableEXT-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- **VUID-vkCmdSetLineStippleEnableEXT-commandBuffer-recording**
  `commandBuffer` must be in the recording state
- **VUID-vkCmdSetLineStippleEnableEXT-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations
- **VUID-vkCmdSetLineStippleEnableEXT-videocoding**
This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set the line width, call:

```c
// 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 drawing using shader objects, or 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

1558
commandBuffer must be in the recording state

- VUID-vkCmdSetLineWidth-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdSetLineWidth-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</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.

25.9.1. 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 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 must be used. Let \( p_i = (x_a, y_a) \) and \( p_f = (x_b, y_b) \) be initial and final endpoints of the line segment, respectively. Set
\[ t = \frac{(\mathbf{p}_r - \mathbf{p}_a) \cdot (\mathbf{p}_b - \mathbf{p}_a)}{\| \mathbf{p}_b - \mathbf{p}_a \|^2} \]

(Note that \( t = 0 \) at \( \mathbf{p}_a \) and \( t = 1 \) at \( \mathbf{p}_b \). Also note that this calculation projects the vector from \( \mathbf{p}_a \) to \( \mathbf{p}_r \) onto the line, and thus computes the normalized distance of the fragment along the line.)

If \textit{strictLines} is \( \text{VK_TRUE} \), line segments are rasterized using perspective or linear interpolation.

\textit{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

\[ f = \frac{(1 - t)f_a/w_a + tf_b/w_b}{(1 - t)/w_a + t/w_b} \]

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.

\textit{Linear interpolation} for a line segment directly interpolates two values, and an interpolated value \( f \) can be determined by

\[ f = (1 - t)f_a + tf_b \]

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 \textit{Interpolation decorations}.

The above description documents the preferred method of line rasterization, and \textbf{must} be used when \textit{lineRasterizationMode} is \textit{VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR}.

By default, when \textit{strictLines} is \( \text{VK_FALSE} \), and when the \textit{lineRasterizationMode} is \textit{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 \textit{Non strict lines}, and each is \textit{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.
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*.

If `VkPhysicalDeviceMaintenance5PropertiesKHR::nonStrictSinglePixelWideLinesUseParallelogram` is `VK_TRUE`, and `strictLines` is `VK_FALSE`, non-strict lines of width 1.0 are rasterized as parallelograms, otherwise they are rasterized using Bresenham’s algorithm.

If `VkPhysicalDeviceMaintenance5PropertiesKHR::nonStrictWideLinesUseParallelogram` is `VK_TRUE`, and `strictLines` is `VK_FALSE`, non-strict lines of width greater than 1.0 are rasterized as parallelograms, otherwise they are rasterized using Bresenham’s algorithm.

### 25.9.2. 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:
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 \( R_f \). 

\[ R_f = \{(x, y) \mid |x - x_f| + |y - y_f| \leq \frac{1}{2}\} \]

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 \((x_a, y_a) - (\epsilon, \epsilon^2)\) and \( p_b' \) given by \((x_b, y_b) - (\epsilon, \epsilon^2)\). 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*
• 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 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).

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).

25.9.3. Line Stipple

If the stippledLineEnable member of VkPipelineRasterizationLineStateCreateInfoKHR is VK_TRUE, then lines are rasterized with a line stipple determined by lineStippleFactor and lineStipplePattern. lineStipplePattern is an unsigned 16-bit integer that determines which fragments are to be drawn or discarded when the line is rasterized. 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

\[ b = \left\lfloor \frac{s}{r} \right\rfloor \mod 16 \]

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);
```

- `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 drawing using shader objects, or 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
- VUID-vkCmdSetLineStippleKHR-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

25.9.4. 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.
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.

25.10. 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.

25.10.1. 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:

\[ a = -\frac{1}{2} \sum_{i=0}^{n-1} x_f^i y_{f}^{i\oplus 1} - x_{f}^{i\oplus 1} y_f^i \]

where \( x_f^i \) and \( y_f^i \) 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:

```cpp
// 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:

```cpp
// Provided by VK_VERSION_1_3
void vkCmdSetFrontFace(
    VkCommandBuffer commandBuffer,
    VkFrontFace frontFace);
```
or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 `shaderObject` feature is enabled
    - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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

- **VUID-vkCmdSetFrontFace-videocoding**  
  This command **must** only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Once the orientation of triangles is determined, they are culled according to the VkPipelineRasterizationStateCreateInfo::cullMode property of the currently active pipeline. Possible values are:

```cpp
// 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.

```cpp
// 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:

```cpp
// Provided by VK_VERSION_1_3
void vkCmdSetCullMode(
    VkCommandBuffer commandBuffer,
    VkCullModeFlags cullMode);
```

or the equivalent command
// Provided by VK_EXT_shader_object
void vkCmdSetCullModeEXT(
    VkCommandBuffer commandBuffer,
    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 drawing using shader objects, or 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 `shaderObject` feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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

- **VUID-vkCmdSetCullMode-videocoding**
  This command must only be called outside of a video coding scope

### 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 rule for determining which fragments are produced by polygon rasterization is called \textit{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 \textbf{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.

\textit{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:

\[
a = \frac{A(p p_b p_c)}{A(p_a p_b p_c)}, \quad b = \frac{A(p p_d p_c)}{A(p_a p_b p_c)}, \quad c = \frac{A(p p_d p_b)}{A(p_a p_b p_c)},
\]

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.

\textit{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

\[
f = \frac{a f_a / w_a + b f_b / w_b + c f_c / w_c}{a / w_a + b / w_b + c / w_c}
\]

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.

\textit{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).

### 25.10.2. 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.

If `VkPhysicalDeviceMaintenance5PropertiesKHR::polygonModePointSize` is set to `VK_TRUE`, the point size of the final rasterization of polygons is taken from `PointSize` when `polygon mode` is `VK_POLYGON_MODE_POINT`.

Otherwise, if `VkPhysicalDeviceMaintenance5PropertiesKHR::polygonModePointSize` is set to `VK_FALSE`, the point size of the final rasterization of polygons is 1.0 when `polygon mode` is `VK_POLYGON_MODE_POINT`.

To dynamically set the polygon mode, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetPolygonModeEXT(
    VkCommandBuffer commandBuffer,  // commandBuffer is the command buffer into which the command will be recorded.
    VkPolygonMode polygonMode       // polygonMode specifies polygon mode.
);
```

This command sets the polygon mode for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_POLYGON_MODE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationStateCreateInfo::polygonMode` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetPolygonModeEXT-None-09423**
  At least one of the following must be true:
  - The `extendedDynamicState3PolygonMode` feature is enabled
  - The `shaderObject` feature is enabled

- **VUID-vkCmdSetPolygonModeEXT-fillModeNonSolid-07424**
  If the `fillModeNonSolid` feature is not enabled, `polygonMode` must be `VK_POLYGON_MODE_FILL`

### Valid Usage (Implicit)

- **VUID-vkCmdSetPolygonModeEXT-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetPolygonModeEXT-polygonMode-parameter**
  `polygonMode` must be a valid `VkPolygonMode` value

- **VUID-vkCmdSetPolygonModeEXT-commandBuffer-recording**
  `commandBuffer` must be in the `recording state`
**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**25.10.3. 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 that is computed for that polygon.

**Depth Bias Enable**

The depth bias computation is enabled by the `depthBiasEnable` set with `vkCmdSetDepthBiasEnable` 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_VERSION_1_3
void vkCmdSetDepthBiasEnable(
    VkCommandBuffer commandBuffer,
    VkBool32 depthBiasEnable);
```

or the equivalent command
// Provided by VK_EXT_shader_object

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 drawing using shader objects, or 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 `shaderObject` feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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

- **VUID-vkCmdSetDepthBiasEnable-videoencoding**
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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` and `vkCmdSetDepthBias2EXT` 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

$$m = \max\left(\left|\frac{\partial z_f}{\partial x_f}\right|, \left|\frac{\partial z_f}{\partial y_f}\right|\right).$$

In a pipeline with a depth bias representation of `VK_DEPTH_BIAS_REPRESENTATION_FLOAT_EXT`, $r$, for the given primitive is defined as

$$r = 1$$

Otherwise $r$ is the minimum resolvable difference that depends on the depth attachment representation. If `VkDepthBiasRepresentationInfoEXT::depthBiasExact` is `VK_FALSE` 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, or in a pipeline with a depth bias representation of `VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORCE_UNORM_EXT`, $r$ is constant throughout the range of the entire depth attachment. If `VkDepthBiasRepresentationInfoEXT`
::depthBiasExact is VK_TRUE, then its value must be

\[ r = 2^n \]

Otherwise 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 when using a fixed-point attachment, or the number of mantissa bits plus one when using a floating-point attachment.

Otherwise 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

\[ r = 2^e \]

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 \( \text{dbclamp}(x) = \begin{cases} 
 x & \text{depthBiasClamp} = 0 \text{ or } NaN \\
 \min(x, \text{depthBiasClamp}) & \text{depthBiasClamp} > 0 \\
 \max(x, \text{depthBiasClamp}) & \text{depthBiasClamp} < 0 
\end{cases} \)

\( m \) 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);
```

- \texttt{commandBuffer} is the command buffer into which the command will be recorded.
- \texttt{depthBiasConstantFactor} is a scalar factor controlling the constant depth value added to each
• **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.

This command sets the depth bias parameters for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_BIAS` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the corresponding `VkPipelineRasterizationStateCreateInfo::depthBiasConstantFactor`, `depthBiasClamp`, and `depthBiasSlopeFactor` values used to create the currently active pipeline.

Calling this function is equivalent to calling `vkCmdSetDepthBias2EXT` without a `VkDepthBiasRepresentationInfoEXT` in the `pNext` chain of `VkDepthBiasInfoEXT`.

### Valid Usage

- **VUID-vkCmdSetDepthBias-depthBiasClamp-00790**
  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.

- **VUID-vkCmdSetDepthBias-videocoding**
  This command must only be called outside of a video coding scope.

### 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 `VkDepthBiasRepresentationInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_depth_bias_control
typedef struct VkDepthBiasRepresentationInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDepthBiasRepresentationEXT depthBiasRepresentation;
    VkBool32 depthBiasExact;
} VkDepthBiasRepresentationInfoEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **depthBiasRepresentation** is a `VkDepthBiasRepresentationEXT` value specifying the depth bias representation.
- **depthBiasExact** specifies that the implementation is not allowed to scale the depth bias value to ensure a minimum resolvable distance.

### Valid Usage

- **VUID-VkDepthBiasRepresentationInfoEXT-leastRepresentableValueForceUnormRepresentation-08947**
  If the `leastRepresentableValueForceUnormRepresentation` feature is not enabled, `depthBiasRepresentation` must not be `VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORCE_UNORM_EXT`

- **VUID-VkDepthBiasRepresentationInfoEXT-floatRepresentation-08948**
  If the `floatRepresentation` feature is not enabled, `depthBiasRepresentation` must not be `VK_DEPTH_BIAS_REPRESENTATION_FLOAT_EXT`

- **VUID-VkDepthBiasRepresentationInfoEXT-depthBiasExact-08949**
  If the `depthBiasExact` feature is not enabled, `depthBiasExact` must be `VK_FALSE`

### Valid Usage (Implicit)

- **VUID-VkDepthBiasRepresentationInfoEXT-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_DEPTH_BIAS_REPRESENTATION_INFO_EXT`

- **VUID-VkDepthBiasRepresentationInfoEXT-depthBiasRepresentation-parameter**
depthBiasRepresentation must be a valid VkDepthBiasRepresentationEXT value

Possible values of VkDepthBiasRepresentationInfoEXT::depthBiasRepresentation, specifying the depth bias representation are:

```c
// Provided by VK_EXT_depth_bias_control
typedef enum VkDepthBiasRepresentationEXT {
    VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORMAT_EXT = 0,
    VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORCE_UNORM_EXT = 1,
    VK_DEPTH_BIAS_REPRESENTATION_FLOAT_EXT = 2,
} VkDepthBiasRepresentationEXT;
```

- **VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORMAT_EXT** specifies that the depth bias representation is a factor of the format's r as described in Depth Bias Computation.
- **VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORCE_UNORM_EXT** specifies that the depth bias representation is a factor of a constant r defined by the bit-size or mantissa of the format as described in Depth Bias Computation.
- **VK_DEPTH_BIAS_REPRESENTATION_FLOAT_EXT** specifies that the depth bias representation is a factor of constant r equal to 1.

The VkDepthBiasInfoEXT structure is defined as:

```c
// Provided by VK_EXT_depth_bias_control
typedef struct VkDepthBiasInfoEXT {
    VkStructureType sType;
    const void* pNext;
    float depthBiasConstantFactor;
    float depthBiasClamp;
    float depthBiasSlopeFactor;
} VkDepthBiasInfoEXT;
```

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

If **pNext** does not contain a VkDepthBiasRepresentationInfoEXT structure, then this command is equivalent to including a VkDepthBiasRepresentationInfoEXT with **depthBiasExact** set to VK_FALSE and **depthBiasRepresentation** set to **VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORMAT_EXT**.
Valid Usage

- VUID-VkDepthBiasInfoEXT-depthBiasClamp-08950
  If the depthBiasClamp feature is not enabled, depthBiasClamp must be 0.0

Valid Usage (Implicit)

- VUID-VkDepthBiasInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEPTH_BIAS_INFO_EXT

- VUID-VkDepthBiasInfoEXT-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkDepthBiasRepresentationInfoEXT

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

To dynamically set the depth bias parameters, call:

```c
// Provided by VK_EXT_depth_bias_control
void vkCmdSetDepthBias2EXT(
    VkCommandBuffer commandBuffer,
    const VkDepthBiasInfoEXT* pDepthBiasInfo);
```

- commandBuffer is the command buffer into which the command will be recorded.
- pDepthBiasInfo is a pointer to a VkDepthBiasInfoEXT structure specifying depth bias parameters.

This command is functionally identical to vkCmdSetDepthBias, but includes extensible substructures that include sType and pNext parameters, allowing them to be more easily extended.

Valid Usage (Implicit)

- VUID-vkCmdSetDepthBias2EXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdSetDepthBias2EXT-pDepthBiasInfo-parameter
  pDepthBiasInfo must be a valid pointer to a valid VkDepthBiasInfoEXT structure

- VUID-vkCmdSetDepthBias2EXT-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdSetDepthBias2EXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdSetDepthBias2EXT-videocoding
  This command must only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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
   ◦ Tile Image Reads
   ◦ Depth Replacement
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 VkPhysicalDeviceMaintenance5PropertiesKHR::earlyFragmentMultisampleCoverageAfterSampleCounting is set to VK_TRUE and there is a fragment shader which declares the EarlyFragmentTests execution mode, fragment shading and multisample coverage operations must be performed after sample counting.

Otherwise, if VkPhysicalDeviceMaintenance5PropertiesKHR::earlyFragmentMultisampleCoverageAfterSampleCounting is set to VK_FALSE and there is a fragment shader which declares the EarlyFragmentTests execution mode, fragment shading and multisample coverage operations must be performed after sample counting.
shader which declares the EarlyFragmentTests execution mode, fragment shading and multisample coverage operations should instead be performed after sample counting, but may be performed before sample counting.

If VkPhysicalDeviceMaintenance5PropertiesKHR::earlyFragmentSampleMaskTestBeforeSampleCounting is set to VK_TRUE and there is a fragment shader which declares the EarlyFragmentTests execution mode sample mask test operations must follow the order of fragment operations from above.

Otherwise, if VkPhysicalDeviceMaintenance5PropertiesKHR::earlyFragmentSampleMaskTestBeforeSampleCounting is set to VK_FALSE and there is a fragment shader which declares the EarlyFragmentTests execution mode, sample mask test operations should follow the order of fragment operations from above but 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 VkRect2D. These values are either set by the VkPipelineDiscardRectangleStateCreateInfoEXT structure during pipeline creation, or dynamically by the 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 `VkPipelineDiscardRectangleStateCreateInfoEXT` structure is defined as:

```c
// 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-zerobitmask**
  
  *flags must be 0*

- **VUID-VkPipelineDiscardRectangleStateCreateInfoEXT-discardRectangleMode-parameter**
  
  *discardRectangleMode must be a valid VkDiscardRectangleModeEXT value*

// Provided by VK_EXT_discard_rectangles

```c
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

```c
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

```c
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 \texttt{firstDiscardRectangle + i}, for \texttt{i} in \{0, \texttt{discardRectangleCount}\).

This command sets the discard rectangles for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with \texttt{VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT} set in \texttt{VkPipelineDynamicStateCreateInfo::pDynamicStates}. Otherwise, this state is specified by the \texttt{VkPipelineDiscardRectangleStateCreateInfoEXT::pDiscardRectangles} values used to create the currently active pipeline.

**Valid Usage**

- **VUID-vkCmdSetDiscardRectangleEXT-firstDiscardRectangle-00585**
  The sum of \texttt{firstDiscardRectangle} and \texttt{discardRectangleCount} must be less than or equal to \texttt{VkPhysicalDeviceDiscardRectanglePropertiesEXT::maxDiscardRectangles}

- **VUID-vkCmdSetDiscardRectangleEXT-x-00587**
  The \texttt{x} and \texttt{y} member of \texttt{offset} in each \texttt{VkRect2D} element of \texttt{pDiscardRectangles} must be greater than or equal to \texttt{0}

- **VUID-vkCmdSetDiscardRectangleEXT-offset-00588**
  Evaluation of \((\texttt{offset.x + extent.width})\) in each \texttt{VkRect2D} element of \texttt{pDiscardRectangles} must not cause a signed integer addition overflow

- **VUID-vkCmdSetDiscardRectangleEXT-offset-00589**
  Evaluation of \((\texttt{offset.y + extent.height})\) in each \texttt{VkRect2D} element of \texttt{pDiscardRectangles} must not cause a signed integer addition overflow

**Valid Usage (Implicit)**

- **VUID-vkCmdSetDiscardRectangleEXT-commandBuffer-parameter**
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

- **VUID-vkCmdSetDiscardRectangleEXT-pDiscardRectangles-parameter**
  \texttt{pDiscardRectangles} must be a valid pointer to an array of \texttt{discardRectangleCount} \texttt{VkRect2D} structures

- **VUID-vkCmdSetDiscardRectangleEXT-commandBuffer-recording**
  \texttt{commandBuffer} must be in the \texttt{recording state}

- **VUID-vkCmdSetDiscardRectangleEXT-commandBuffer-cmdpool**
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support graphics operations

- **VUID-vkCmdSetDiscardRectangleEXT-videocoding**
  This command must only be called outside of a video coding scope

- **VUID-vkCmdSetDiscardRectangleEXT-discardRectangleCount-arraylength**
  \texttt{discardRectangleCount} must be greater than \texttt{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>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set whether discard rectangles are enabled, call:

```
// 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 drawing using shader objects, or 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
- VUID-vkCmdSetDiscardRectangleEnableEXT-videocoding
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To **dynamically set** the discard rectangle mode, call:

```c
// Provided by VK_EXT_discard_rectangles
do_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 drawing using **shader objects**, or 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
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
- VUID-vkCmdSetDiscardRectangleModeEXT-commandBuffer-recording
  `commandBuffer` must be in the recording state
- VUID-vkCmdSetDiscardRectangleModeEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations
- VUID-vkCmdSetDiscardRectangleModeEXT-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 \([VkRect2D::offset.x, VkRect2D::offset.x + VkRect2D::extent.x)\), and \(y_f\) is in the range \([VkRect2D::offset.y, VkRect2D::offset.y + VkRect2D::extent.y)\). 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,
    uint32_t firstScissor,
    uint32_t scissorCount,
    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 drawing using shader objects, or 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

- **VUID-vkCmdSetScissor-videocoding**
  
  This command **must** only be called outside of a video coding scope

- **VUID-vkCmdSetScissor-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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

26.3. Sample Mask Test

The sample mask test compares the **coverage mask** for a fragment with the **sample mask** defined by `VkPipelineMultisampleStateCreateInfo::pSampleMask`.

To **dynamically set** the sample mask, call:
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetSampleMaskEXT(
    VkCommandBuffer commandBuffer,
    VkSampleCountFlagBits samples,
    const VkSampleMask* pSampleMask);

- **commandBuffer** is the command buffer into which the command will be recorded.
- **samples** specifies the number of sample bits in the **pSampleMask**.
- **pSampleMask** is a pointer to an array of **VkSampleMask** values, where the array size is based on the **samples** parameter.

This command sets the sample mask for subsequent drawing commands when drawing using **shader objects**, or when the graphics pipeline is created with **VK_DYNAMIC_STATE_SAMPLE_MASK_EXT** set in **VkPipelineDynamicStateCreateInfo::pDynamicStates**. Otherwise, this state is specified by the **VkPipelineMultisampleStateCreateInfo::pSampleMask** value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetSampleMaskEXT-None-09423**
  At least one of the following must be true:
  - The **extendedDynamicState3SampleMask** feature is enabled
  - The **shaderObject** feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetSampleMaskEXT-commandBuffer-parameter**
  **commandBuffer** must be a valid **VkCommandBuffer** handle
- **VUID-vkCmdSetSampleMaskEXT-samples-parameter**
  **samples** must be a valid **VkSampleCountFlagBits** value
- **VUID-vkCmdSetSampleMaskEXT-pSampleMask-parameter**
  **pSampleMask** must be a valid pointer to an array of \(\frac{\text{samples}}{32}\) **VkSampleMask** values
- **VUID-vkCmdSetSampleMaskEXT-commandBuffer-recording**
  **commandBuffer** must be in the **recording state**
- **VUID-vkCmdSetSampleMaskEXT-commandBuffer-cmdpool**
  The **VkCommandPool** that **commandBuffer** was allocated from must support graphics operations
- **VUID-vkCmdSetSampleMaskEXT-videocoding**
  This command must only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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. Fragment Shader Tile Image Reads

If the **VK_EXT_shader_tile_image** extension is enabled, implementations divide the framebuffer into a grid of tiles. A **tile image** is a view of a framebuffer attachment tile for fragments with locations within the tile.

Within a render pass instance initiated by **vkCmdBeginRenderingKHR**, fragment shader invocations can read the framebuffer color, depth, and stencil values at the fragment location via tile images.

**Note**

Even though fragment shader invocation can only read from the corresponding fragment location, the abstraction of a tile image is introduced for the following reasons:

- Tile dimensions will be exposed in a future extension
- Future functionality such as executing compute dispatches within render passes via tile shaders can leverage tile images.
Enabling `shaderTileImageColorReadAccess`, `shaderTileImageDepthReadAccess`, and `shaderTileImageStencilReadAccess` enables fragment shader invocations to read from color, depth, and stencil, respectively.

Color values are read from tile image variables with `OpColorAttachmentReadEXT`. Tile image variables are linked to specific color attachments using `Location` decoration. See Fragment Tile Image Interface for more details.

Depth values are read with `OpDepthAttachmentReadEXT`.

Stencil values are read with `OpStencilAttachmentReadEXT`.

The sample to read is specified by a sample index value specified as the `Sample` operand to `OpColorAttachmentReadEXT`, `OpDepthAttachmentReadEXT`, or `OpStencilAttachmentReadEXT`.

If sample shading is disabled, a fragment invocation can read from all sample locations associated with the fragment regardless of the fragment's coverage. This functionality is supported for `VkPipelineMultisampleStateCreateInfo::rasterizationSamples > 1` when `VkPhysicalDeviceShaderTileImagePropertiesEXT::shaderTileImageReadSampleFromPixelRateInvocation` is `VK_TRUE`.

If sample shading is enabled, and `minSampleShading` is `1.0`, a fragment invocation must only read from the coverage index sample. Tile image access must not be used if the value of `minSampleShading` is not `1.0`.

If the fragment shader declares the EarlyFragmentTests execution mode, depth reads are allowed only if depth writes are disabled and stencil reads are allowed only if stencil writes are disabled.

If `VkPhysicalDeviceShaderTileImagePropertiesEXT::shaderTileImageReadFromHelperInvocation` is `VK_FALSE`, values read from helper invocations are undefined otherwise the values read are subject to the coherency guarantees described below.

`OpDepthAttachmentReadEXT` returns an undefined value if no depth attachment is present. `OpStencilAttachmentReadEXT` returns an undefined value if no stencil attachment is present.

Tile image reads from color, depth and stencil attachments are said to be coherent when the accesses happen in raster order and without data race with respect to accesses to the attachments from framebuffer-space pipeline stages. The samples which qualify for coherent access and the enabling conditions are described below.

- Let \(R_c\) be the set of components being read from an attachment \(A\) in a draw call
- Let \(W_c\) be the set of components being written to \(A\) by the draw call

The samples which qualify for coherent tile image reads from an attachment \(A\) are:

- All samples in a pixel when \(R_c\) is disjoint with \(W_c\).
- The samples with coverage in a fragment when \(R_c\) is not disjoint with \(W_c\). The samples with coverage are determined by the coverage mask for the fragment as calculated by fragment operations that executed prior to fragment shading, including early fragment tests if enabled for the draw call.
A fragment shader can declare NonCoherentColorAttachmentReadEXT, NonCoherentDepthAttachmentReadEXT, or NonCoherentStencilAttachmentReadEXT execution modes to enable non-coherent tile image reads which require an explicit vkCmdPipelineBarrier2 call for the writes to an attachment to be made visible via tile image reads.

When VkPhysicalDeviceShaderTileImagePropertiesEXT::shaderTileImageCoherentReadAccelerated is VK_TRUE, the implementation prefers that coherent tile image reads are used, otherwise the implementation prefers that non-coherent tile image reads are used.

Note

In practice, the most common tile image reads usage patterns fall under one of the following:

- Programmable blending - each fragment reads from a single sample (SampleID) at its location. Per-sample shading is typically enabled when multisampled render targets are used.
- G-buffer generation and shading in one render pass - in the shading phase a fragment reads from a single sample at its location.
- Programmable resolve - a fragment reads from all samples at its location (per-sample shading is disabled). This requires the use of a "full-screen triangle" instead of a rectangle composed of two triangles in order to avoid data races along the shared edge of the triangles.
- 1:1 texturing with LOD - in use cases such a deferred screen space decals a fragment reads a single sample (SampleID) from depth buffer, but requires being able to read from helper threads to derive the texture LOD. This use case is supported as long as the attachment components being read are not overwritten by color, depth, or stencil attachment writes.

All of the above use cases are supported by coherent tile image reads, but only the latter three are supported when non-coherent reads are used as there is no mechanism to synchronize non-coherent reads with writes within a draw call.

26.4.3. 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 $z_f$.

26.5. 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.

To **dynamically set** the `alphaToCoverageEnable` state, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetAlphaToCoverageEnableEXT(
    VkCommandBuffer commandBuffer, // commandBuffer is the command buffer into which the command will be recorded.
    VkBool32 alphaToCoverageEnable  // alphaToCoverageEnable specifies the alphaToCoverageEnable state.
);
```

This command sets the `alphaToCoverageEnable` state for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineMultisampleStateCreateInfo::alphaToCoverageEnable` value used to create the currently active pipeline.

---

**Valid Usage**

- **VUID-vkCmdSetAlphaToCoverageEnableEXT-None-09423**
  - At least one of the following **must** be true:
    - The `extendedDynamicState3AlphaToCoverageEnable` feature is enabled
    - The `shaderObject` feature is enabled

---

**Valid Usage (Implicit)**

- **VUID-vkCmdSetAlphaToCoverageEnableEXT-commandBuffer-parameter**
  - `commandBuffer` **must** be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetAlphaToCoverageEnableEXT-commandBuffer-recording**
  - `commandBuffer` **must** be in the `recording state`

- **VUID-vkCmdSetAlphaToCoverageEnableEXT-commandBuffer-cmdpool**
  - The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

- **VUID-vkCmdSetAlphaToCoverageEnableEXT-videocoding**
  - This command **must** only be called outside of a video coding scope

---

**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To **dynamically set** the `alphaToOneEnable` state, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetAlphaToOneEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 alphaToOneEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `alphaToOneEnable` specifies the `alphaToOneEnable` state.

This command sets the `alphaToOneEnable` state for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineMultisampleStateCreateInfo::alphaToOneEnable` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetAlphaToOneEnableEXT-None-09423**
  At least one of the following must be true:
  1. The `extendedDynamicState3AlphaToOneEnable` feature is enabled
  2. The `shaderObject` feature is enabled

- **VUID-vkCmdSetAlphaToOneEnableEXT-alphaToOne-07607**
  If the `alphaToOne` feature is not enabled, `alphaToOneEnable` must be `VK_FALSE`

### Valid Usage (Implicit)

- **VUID-vkCmdSetAlphaToOneEnableEXT-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetAlphaToOneEnableEXT-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 outside of a video coding scope.

**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
</tbody>
</table>

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:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineDepthStencilStateCreateInfo {
    VkStructureType sType;         
    const void* pNext;             
    VkPipelineDepthStencilStateCreateFlags flags;    
    VkBool32 depthTestEnable;      
    VkBool32 depthWriteEnable;     
    VkCompareOp depthCompareOp;    
    VkBool32 depthBoundsTestEnable; 
    VkBool32 stencilTestEnable;    
    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
- **VUID-VkPipelineDepthStencilStateCreateInfo-separateStencilMaskRef-04453**
If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::separateStencilMaskRef is VK_FALSE, and the value of VkPipelineDepthStencilStateCreateInfo::stencilTestEnable is VK_TRUE, and the value of reference in each of the VkStencilOpState structs in front and back must be the same.

Valid Usage (Implicit)

- VUID-VkPipelineDepthStencilStateCreateInfo-sType-sType must be VK_STRUCTURE_TYPE_PIPELINE_DEPTH_STENCIL_STATE_CREATE_INFO
- VUID-VkPipelineDepthStencilStateCreateInfo-pNext-pNext must be NULL
- VUID-VkPipelineDepthStencilStateCreateInfo-flags-zerobitmask flags must be 0
- VUID-VkPipelineDepthStencilStateCreateInfo-depthCompareOp-parameter depthCompareOp must be a valid VkCompareOp value
- VUID-VkPipelineDepthStencilStateCreateInfo-front-parameter front must be a valid VkStencilOpState structure
- VUID-VkPipelineDepthStencilStateCreateInfo-back-parameter back must be a valid VkStencilOpState structure

// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineDepthStencilStateCreateFlags;

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

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 (\( \text{minDepthBounds} \)) and maximum (\( \text{maxDepthBounds} \)) depth value. These values are either set by the VkPipelineDepthStencilStateCreateInfo structure during pipeline creation, or dynamically by vkCmdSetDepthBoundsTestEnable and vkCmdSetDepthBounds.

A given sample is considered within the depth bounds if \( z_a \) is in the range \([\text{minDepthBounds}, \text{maxDepthBounds}]\). 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_VERSION_1_3
void vkCmdSetDepthBoundsTestEnable(
    VkCommandBuffer commandBuffer,
    VkBool32 depthBoundsTestEnable);
```

or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of `VkApplicationInfo ::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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

- VUID-vkCmdSetDepthBoundsTestEnable-videocoding
  This command must only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set the depth bounds range, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetDepthBounds(  
    VkCommandBuffer commandBuffer,  
    float minDepthBounds,  
    float maxDepthBounds);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `minDepthBounds` is the minimum depth bound.
- `maxDepthBounds` is the maximum depth bound.

This command sets the depth bounds range for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_BOUNDS` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineDepthStencilStateCreateInfo::minDepthBounds` and `VkPipelineDepthStencilStateCreateInfo::maxDepthBounds` values used to create the currently active pipeline.

Valid Usage

- VUID-vkCmdSetDepthBounds-minDepthBounds-00600
  If the `VK_EXT_depth_range_unrestricted` extension is not enabled `minDepthBounds` must be between 0.0 and 1.0, inclusive
- VUID-vkCmdSetDepthBounds-maxDepthBounds-00601
  If the `VK_EXT_depth_range_unrestricted` extension is not enabled `maxDepthBounds` must be between 0.0 and 1.0, inclusive
Valid Usage (Implicit)

- **VUID-vkCmdSetDepthBounds-commandBuffer-parameter**
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetDepthBounds-commandBuffer-recording**
  
  `commandBuffer` must be in the recording state

- **VUID-vkCmdSetDepthBounds-commandBuffer-cmdpool**
  
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- **VUID-vkCmdSetDepthBounds-videocoding**
  
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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 `vkCmdSetStencilTestEnable` or `VkPipelineDepthStencilStateCreateInfo::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 `VkCompareOp` value set by `vkCmdSetStencilOp::compareOp`, or by `VkStencilOpState::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 `VkPipelineDepthStencilStateCreateInfo` structure during pipeline creation, or by the `vkCmdSetStencilCompareMask` command. \( s_r \) is set by `VkPipelineDepthStencilStateCreateInfo` or by `vkCmdSetStencilReference`.

\( s_r \) and \( s_a \) are each independently combined with \( s_c \) 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 `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 `VkStencilOp` parameters set by `vkCmdSetStencilOp` or `VkPipelineDepthStencilStateCreateInfo`. If the stencil test fails, `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, `VkPipelineDepthStencilStateCreateInfo::passOp` is used, otherwise `VkPipelineDepthStencilStateCreateInfo::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 `writeMask` in `VkPipelineDepthStencilStateCreateInfo::front` and `VkPipelineDepthStencilStateCreateInfo::back` as:

\[
s_a = (s_a \& \neg s_w) \lor (s_g \& s_w)
\]

To dynamically enable or disable the stencil test, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdSetStencilTestEnable(
    VkCommandBuffer commandBuffer,
    VkBool32 stencilTestEnable);
```

or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of VkApplicationInfo::apiVersion used to create the VkInstance parent of commandBuffer is greater than or equal to Version 1.3

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
- VUID-vkCmdSetStencilTestEnable-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set the stencil operation, call:
void vkCmdSetStencilOp(
    VkCommandBuffer commandBuffer,
    VkStencilFaceFlags faceMask,
    VkStencilOp failOp,
    VkStencilOp passOp,
    VkStencilOp depthFailOp,
    VkCompareOp compareOp);

or the equivalent command

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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of VkApplicationInfo::apiVersion used to create the VkInstance parent of commandBuffer is greater than or equal to Version 1.3
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
- VUID-vkCmdSetStencilOp-videcoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkStencilOpState structure is defined as:
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:

// 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 drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_STENCILCOMPAREMASK` 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
- `VUID-vkCmdSetStencilCompareMask-videocoding`  
  This command **must** only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

`VkStencilFaceFlagBits` values are:
typedef enum VkStencilFaceFlagBits {
    VK_STENCIL_FACE_FRONT_BIT = 0x00000001,
    VK_STENCIL_FACE_BACK_BIT = 0x00000002,
    VK_STENCIL_FACE_FRONT_AND_BACK = 0x00000003,
    VK_STENCIL_FRONT_AND_BACK = VK_STENCIL_FACE_FRONT_AND_BACK,
} 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.

// 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:

// 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 drawing using shader objects, or 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-required bitmask
  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

• VUID-vkCmdSetStencilWriteMask-video coding
  This command must only be called outside of a video coding scope

---

**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

To dynamically set the stencil reference value, call:

```c
// Provided by VK_VERSION_1_0
def 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 drawing using shader objects, or 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
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

- VUID-vkCmdSetStencilReference-faceMask-parameter
  \texttt{faceMask} must be a valid combination of \texttt{VkStencilFaceFlagBits} values

- VUID-vkCmdSetStencilReference-faceMask-requiredbitmap
  \texttt{faceMask} must not be 0

- VUID-vkCmdSetStencilReference-commandBuffer-recording
  \texttt{commandBuffer} must be in the recording state

- VUID-vkCmdSetStencilReference-commandBuffer-cmdpool
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support graphics operations

- VUID-vkCmdSetStencilReference-videscoding
  This command must only be called outside of a video coding scope

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

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Possible values of the \texttt{failOp}, \texttt{passOp}, and \texttt{depthFailOp} members of \texttt{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 \( z_i \) 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 \( \text{VkPipelineRasterizationStateCreateInfo} :: \text{depthClampEnable} \) 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 `vkCmdSetDepthTestEnable` or `VkPipelineDepthStencilStateCreateInfo::depthTestEnable`, then this step is skipped.

The comparison operation performed is determined by the `VkCompareOp` value set by `vkCmdSetDepthCompareOp`, or by `VkPipelineDepthStencilStateCreateInfo::depthCompareOp` during pipeline creation. $z_i$ and $z_a$ are used as the reference and 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 `vkCmdSetDepthWriteEnable` or `VkPipelineDepthStencilStateCreateInfo::depthWriteEnable`, and the comparison evaluated to true, the depth attachment value $z_a$ is set to the sample’s depth value $z_i$. If there is no depth attachment, no value is written.

To dynamically enable or disable the depth test, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdSetDepthTestEnable(
    VkCommandBuffer commandBuffer,          // Provided by VK_VERSION_1_3
    VkBool32 depthTestEnable);              // Provided by VK_VERSION_1_3
```

or the equivalent command

```c
// Provided by VK_EXT_shader_object
void vkCmdSetDepthTestEnableEXT(
    VkCommandBuffer commandBuffer,          // Provided by VK_VERSION_1_3
    VkBool32 depthTestEnable);              // Provided by VK_VERSION_1_3
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `depthTestEnable` specifies if the depth test is enabled.

This command sets the depth test enable for subsequent drawing commands when drawing using shader objects, or 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 shaderObject feature is enabled
the value of VkApplicationInfo::apiVersion used to create the VkInstance parent of commandBuffer is greater than or equal to Version 1.3

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
- VUID-vkCmdSetDepthTestEnable-videoencoding
This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set the depth compare operator, call:

```c
// Provided by VK_VERSION_1_3
def void vkCmdSetDepthCompareOp(
    VkCommandBuffer commandBuffer,
    VkCompareOp depthCompareOp);
```
or the equivalent command
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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3

### 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
- VUID-vkCmdSetDepthCompareOp-videocoding
  This command **must** only be called outside of a video coding scope

### 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** the depth write enable, call:

```c
// Provided by VK_VERSION_1_3
void vkCmdSetDepthWriteEnable(
    VkCommandBuffer commandBuffer,
    VkBool32 depthWriteEnable);
```
or the equivalent command

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects, or 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 shaderObject feature is enabled
  - the value of `VkApplicationInfo::apiVersion` used to create the `VkInstance` parent of `commandBuffer` is greater than or equal to Version 1.3
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

- **VUID-vkCmdSetDepthWriteEnable-videocoding**
  
  This command `must` only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
</tbody>
</table>

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 `i`.

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 `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 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.

**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`. It is ignored if the pipeline is created with `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`, and `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic states set, and either `VK_DYNAMIC_STATE_COLOR_BLEND_ADVANCED_EXT` set or `advancedBlendCoherentOperations` is not enabled on the device.

• **pAttachments** is a pointer to an array of `VkPipelineColorBlendAttachmentState` structures defining blend state for each color attachment. It is ignored if the pipeline is created with `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`, and `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` dynamic states set, and either `VK_DYNAMIC_STATE_COLOR_BLEND_ADVANCED_EXT` set or `advancedBlendCoherentOperations` is not enabled on the device.

• **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, and any of `VK_DYNAMIC_STATE_COLOR_BLEND_ADVANCED_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`, `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`, or `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT` are not set, `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**
  
  `pNext` must be `NULL`.

- **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.

```
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineColorBlendStateCreateFlags;
```

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

The `VkPipelineColorBlendAttachmentState` structure is defined as:

```
// 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-constantAlphaColorBlendFactors-04454
  If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::constantAlphaColorBlendFactors is VK_FALSE, srcColorBlendFactor must not be VK_BLEND_FACTOR_CONSTANT_ALPHA or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA

- VUID-VkPipelineColorBlendAttachmentState-constantAlphaColorBlendFactors-04455
  If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::constantAlphaColorBlendFactors is VK_FALSE, dstColorBlendFactor must not be VK_BLEND_FACTOR_CONSTANT_ALPHA or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA

Valid Usage (Implicit)

- VUID-VkPipelineColorBlendAttachmentState-srcColorBlendFactor-parameter
  srcColorBlendFactor must be a valid VkBlendFactor value

- VUID-VkPipelineColorBlendAttachmentState-dstColorBlendFactor-parameter
  dstColorBlendFactor must be a valid VkBlendFactor value

- VUID-VkPipelineColorBlendAttachmentState-colorBlendOp-parameter
  colorBlendOp must be a valid VkBlendOp value

- VUID-VkPipelineColorBlendAttachmentState-srcAlphaBlendFactor-parameter
  srcAlphaBlendFactor must be a valid VkBlendFactor value

- VUID-VkPipelineColorBlendAttachmentState-dstAlphaBlendFactor-parameter
  dstAlphaBlendFactor must be a valid VkBlendFactor value

- VUID-VkPipelineColorBlendAttachmentState-alphaBlendOp-parameter
  alphaBlendOp must be a valid VkBlendOp value

- VUID-VkPipelineColorBlendAttachmentState-colorWriteMask-parameter
  colorWriteMask must be a valid combination of VkColorComponentFlagBits values
To dynamically set `blendEnable`, call:

```c
void vkCmdSetColorBlendEnableEXT(
    VkCommandBuffer commandBuffer,
    uint32_t firstAttachment,
    uint32_t attachmentCount,
    const VkBool32* pColorBlendEnables);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `firstAttachment` the first color attachment the color blending enable applies.
- `attachmentCount` the number of color blending enables in the `pColorBlendEnables` array.
- `pColorBlendEnables` an array of booleans to indicate whether color blending is enabled for the corresponding attachment.

This command sets the color blending enable of the specified color attachments for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo`::`pDynamicStates`. Otherwise, this state is specified by the `VkPipelineColorBlendAttachmentState`::`blendEnable` values used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetColorBlendEnableEXT-None-09423**
  At least one of the following **must** be true:
  - The `extendedDynamicState3ColorBlendEnable` feature is enabled
  - The `shaderObject` feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetColorBlendEnableEXT-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- **VUID-vkCmdSetColorBlendEnableEXT-pColorBlendEnables-parameter**
  `pColorBlendEnables` **must** be a valid pointer to an array of `attachmentCount` `VkBool32` values
- **VUID-vkCmdSetColorBlendEnableEXT-commandBuffer-recording**
  `commandBuffer` **must** be in the recording state
- **VUID-vkCmdSetColorBlendEnableEXT-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations
- **VUID-vkCmdSetColorBlendEnableEXT-videocoding**
  This command **must** only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dynamically set color blend factors and operations, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetColorBlendEquationEXT(
    VkCommandBuffer commandBuffer,
    uint32_t firstAttachment,
    uint32_t attachmentCount,
    const VkColorBlendEquationEXT* pColorBlendEquations);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `firstAttachment` the first color attachment the color blend factors and operations apply to.
- `attachmentCount` the number of `VkColorBlendEquationEXT` elements in the `pColorBlendEquations` array.
- `pColorBlendEquations` an array of `VkColorBlendEquationEXT` structs that specify the color blend factors and operations for the corresponding attachments.

This command sets the color blending factors and operations of the specified attachments for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineColorBlendAttachmentState::srcColorBlendFactor`, `VkPipelineColorBlendAttachmentState::dstColorBlendFactor`, `VkPipelineColorBlendAttachmentState::colorBlendOp`, `VkPipelineColorBlendAttachmentState::srcAlphaBlendFactor`, `VkPipelineColorBlendAttachmentState::dstAlphaBlendFactor`, and `VkPipelineColorBlendAttachmentState::alphaBlendOp` values used to create the currently active pipeline.
Valid Usage

- VUID-vkCmdSetColorBlendEquationEXT-None-09423
  At least one of the following **must** be true:
  - The `extendedDynamicState3ColorBlendEquation` feature is enabled
  - The `shaderObject` feature is enabled

Valid Usage (Implicit)

- VUID-vkCmdSetColorBlendEquationEXT-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetColorBlendEquationEXT-pColorBlendEquations-parameter
  `pColorBlendEquations` **must** be a valid pointer to an array of `attachmentCount` valid `VkColorBlendEquationEXT` structures
- VUID-vkCmdSetColorBlendEquationEXT-commandBuffer-recording
  `commandBuffer` **must** be in the `recording` state
- VUID-vkCmdSetColorBlendEquationEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations
- VUID-vkCmdSetColorBlendEquationEXT-videocoding
  This command **must** only be called outside of a video coding scope
- VUID-vkCmdSetColorBlendEquationEXT-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>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkColorBlendEquationEXT` structure is defined as:
typedef struct VkColorBlendEquationEXT {
    VkBlendFactor srcColorBlendFactor;
    VkBlendFactor dstColorBlendFactor;
    VkBlendOp colorBlendOp;
    VkBlendFactor srcAlphaBlendFactor;
    VkBlendFactor dstAlphaBlendFactor;
    VkBlendOp alphaBlendOp;
} VkColorBlendEquationEXT;

- **srcColorBlendFactor** selects which blend factor is used to determine the source factors ($S_x, S_y, S_z$).
- **dstColorBlendFactor** selects which blend factor is used to determine the destination factors ($D_x, D_y, D_z$).
- **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 use to calculate the alpha values to write to the color attachment.

Valid Usage

- **VUID-VkColorBlendEquationEXT-dualSrcBlend-07357**
  If the dualSrcBlend feature is not enabled, **srcColorBlendFactor must not be** $\text{VK_BLEND_FACTOR_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_SRC1_ALPHA}$, or $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA}$

- **VUID-VkColorBlendEquationEXT-dualSrcBlend-07358**
  If the dualSrcBlend feature is not enabled, **dstColorBlendFactor must not be** $\text{VK_BLEND_FACTOR_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_SRC1_ALPHA}$, or $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA}$

- **VUID-VkColorBlendEquationEXT-dualSrcBlend-07359**
  If the dualSrcBlend feature is not enabled, **srcAlphaBlendFactor must not be** $\text{VK_BLEND_FACTOR_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_SRC1_ALPHA}$, or $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA}$

- **VUID-VkColorBlendEquationEXT-dualSrcBlend-07360**
  If the dualSrcBlend feature is not enabled, **dstAlphaBlendFactor must not be** $\text{VK_BLEND_FACTOR_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR}$, $\text{VK_BLEND_FACTOR_SRC1_ALPHA}$, or $\text{VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA}$

- **VUID-VkColorBlendEquationEXT-constantAlphaColorBlendFactors-07362**
  If the VK_KHR_portability_subset extension is enabled, and $\text{VkPhysicalDevicePortabilitySubsetFeaturesKHR::constantAlphaColorBlendFactors}$ is $\text{VK_FALSE}$, **srcColorBlendFactor must not be** $\text{VK_BLEND_FACTOR_CONSTANT_ALPHA}$ or $\text{VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA}$

1628
If the VK_KHR_portability_subset extension is enabled, and VkPhysicalDevicePortabilitySubsetFeaturesKHR::constantAlphaColorBlendFactors is VK_FALSE, dstColorBlendFactor must not be VK_BLEND_FACTOR_CONSTANT_ALPHA or VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA.

Valid Usage (Implicit)

- VUID-VkColorBlendEquationEXT-srcColorBlendFactor-parameter srcColorBlendFactor must be a valid VkBlendFactor value
- VUID-VkColorBlendEquationEXT-dstColorBlendFactor-parameter dstColorBlendFactor must be a valid VkBlendFactor value
- VUID-VkColorBlendEquationEXT-colorBlendOp-parameter colorBlendOp must be a valid VkBlendOp value
- VUID-VkColorBlendEquationEXT-srcAlphaBlendFactor-parameter srcAlphaBlendFactor must be a valid VkBlendFactor value
- VUID-VkColorBlendEquationEXT-dstAlphaBlendFactor-parameter dstAlphaBlendFactor must be a valid VkBlendFactor value
- VUID-VkColorBlendEquationEXT-alphaBlendOp-parameter alphaBlendOp must be a valid VkBlendOp value

To dynamically set the color write masks, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object

void vkCmdSetColorWriteMaskEXT(
    VkCommandBuffer commandBuffer,  // Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
    uint32_t firstAttachment,       // Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
    uint32_t attachmentCount,       // Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
    const VkColorComponentFlags* pColorWriteMasks);  // Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `firstAttachment` the first color attachment the color write masks apply to.
- `attachmentCount` the number of VkColorComponentFlags values in the `pColorWriteMasks` array.
- `pColorWriteMasks` an array of VkColorComponentFlags values that specify the color write masks of the corresponding attachments.

This command sets the color write masks of the specified attachments for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineColorBlendAttachmentState::colorWriteMask values used to create the currently active pipeline.

**Note**
Formats with bits that are shared between components specified by \texttt{VkColorComponentFlagBits}, such as \texttt{VK_FORMAT_E5B9G9R9_UFLOAT_PACK32}, cannot have their channels individually masked by this functionality; either all components that share bits have to be enabled, or none of them.

### Valid Usage

- **VUID-vkCmdSetColorWriteMaskEXT-None-09423**
  At least one of the following must be true:
  - The \texttt{extendedDynamicState3ColorWriteMask} feature is enabled
  - The \texttt{shaderObject} feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetColorWriteMaskEXT-commandBuffer-parameter**
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

- **VUID-vkCmdSetColorWriteMaskEXT-pColorWriteMasks-parameter**
  \texttt{pColorWriteMasks} must be a valid pointer to an array of \texttt{attachmentCount} valid combinations of \texttt{VkColorComponentFlagBits} values

- **VUID-vkCmdSetColorWriteMaskEXT-commandBuffer-recording**
  \texttt{commandBuffer} must be in the \texttt{recording state}

- **VUID-vkCmdSetColorWriteMaskEXT-commandBuffer-cmdpool**
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support graphics operations

- **VUID-vkCmdSetColorWriteMaskEXT-videocoding**
  This command must only be called outside of a video coding scope

- **VUID-vkCmdSetColorWriteMaskEXT-attachmentCount-arraylength**
  \texttt{attachmentCount} must be greater than 0

### 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
27.1.1. Blend Factors

The source and destination color and alpha blending factors are selected from the enum:

```cpp
// 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>
<thead>
<tr>
<th>VkBlendFactor</th>
<th>RGB Blend Factors ((S_r, S_g, S_b)) or ((D_r, D_g, D_b))</th>
<th>Alpha Blend Factor ((S_a\text{ or } D_a))</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_{s0}, G_{s0}, B_{s0}))</td>
<td>(A_{s0})</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, for the fragment output location corresponding to the color attachment being blended.
- \( R_{s1}, G_{s1}, B_{s1} \) and \( A_{s1} \) 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.
- \( R_d, G_d, B_d \) 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.
- \( R_c, G_c, B_c \) and \( A_c \) represent the blend constant R, G, B, and A components, respectively.

To dynamically set and change the blend constants, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetBlendConstants(
    VkCommandBuffer commandBuffer, // Provided by VK_VERSION_1_0
    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, G, B, and A components of the blend constant color used in blending, depending on the **blend factor**.

This command sets blend constants for subsequent drawing commands when drawing using shader objects, or 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

- **VUID-vkCmdSetBlendConstants-videocoding**
  
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Secondary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</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
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,
} VkBlendOp;
```
The semantics of the basic blend operations are described in the table below:

Table 34. 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>$R = R_s \times S_r + R_d \times D_r$</td>
<td>$A = A_s \times S_a + A_d \times D_a$</td>
</tr>
<tr>
<td></td>
<td>$G = G_s \times S_g + G_d \times D_g$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = B_s \times S_b + B_d \times D_b$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_SUBTRACT</td>
<td>$R = R_s \times S_r - R_d \times D_r$</td>
<td>$A = A_s \times S_a - A_d \times D_a$</td>
</tr>
<tr>
<td></td>
<td>$G = G_s \times S_g - G_d \times D_g$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = B_s \times S_b - B_d \times D_b$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_REVERSE_SUBTRACT</td>
<td>$R = R_d \times D_r - R_s \times S_r$</td>
<td>$A = A_d \times D_a - A_s \times S_a$</td>
</tr>
<tr>
<td></td>
<td>$G = G_d \times D_g - G_s \times S_g$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = B_d \times D_b - B_s \times S_b$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_MIN</td>
<td>$R = \min(R_s, R_d)$</td>
<td>$A = \min(A_s, A_d)$</td>
</tr>
<tr>
<td></td>
<td>$G = \min(G_s, G_d)$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = \min(B_s, B_d)$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_MAX</td>
<td>$R = \max(R_s, R_d)$</td>
<td>$A = \max(A_s, A_d)$</td>
</tr>
<tr>
<td></td>
<td>$G = \max(G_s, G_d)$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = \max(B_s, B_d)$</td>
<td></td>
</tr>
</tbody>
</table>

In this table, the following conventions are used:

- $R_s$, $G_s$, $B_s$, and $A_s$ 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 $R_s$, $G_s$, $B_s$, and $A_s$, 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.
If the numeric format of a framebuffer color attachment is not sRGB encoded then the resulting color 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.

### 27.2. 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 `logicOpEnable` state can also be controlled by `vkCmdSetLogicOpEnableEXT` if graphics pipeline is created with `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_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 \(R_{s0}, G_{s0}, B_{s0}\) or \(A_{s0}\) 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 \lor 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 whether logical operations are enabled, call:

```c
// Provided by VK_EXT_extended_dynamic_state3, VK_EXT_shader_object
void vkCmdSetLogicOpEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 logicOpEnable);
```
• **commandBuffer** is the command buffer into which the command will be recorded.

• **logicOpEnable** specifies whether logical operations are enabled.

This command sets whether logical operations are enabled for subsequent drawing commands when drawing using shader objects, or when the graphics pipeline is created with `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineColorBlendStateCreateInfo::logicOpEnable` value used to create the currently active pipeline.

---

### Valid Usage

- **VUID-vkCmdSetLogicOpEnableEXT-None-09423**
  At least one of the following **must** be true:
  - The `extendedDynamicState3LogicOpEnable` feature is enabled
  - The `shaderObject` feature is enabled

- **VUID-vkCmdSetLogicOpEnableEXT-logicOp-07366**
  If the `logicOp` feature is not enabled, **logicOpEnable must be VK_FALSE**

---

### Valid Usage (Implicit)

- **VUID-vkCmdSetLogicOpEnableEXT-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetLogicOpEnableEXT-commandBuffer-recording**
  `commandBuffer` must be in the **recording state**

- **VUID-vkCmdSetLogicOpEnableEXT-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- **VUID-vkCmdSetLogicOpEnableEXT-videocoding**
  This command **must** only be called outside of a video coding scope

---

### 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** the logical operation to apply for blend state, call:

```c
// Provided by VK_EXT_shader_object
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 drawing using shader objects. 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 `shaderObject` 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

- **VUID-vkCmdSetLogicOpEXT-videocoding**
  This command **must** only be called outside of a video coding scope
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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Outside</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></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.

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

`VkColorComponentFlags` is a bitmask type for setting a mask of zero or more `VkColorComponentFlagBits`. 
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 \times groupCountY \times 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`
• VUID-vkCmdDispatch-mipmapMode-09599
  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 \textbf{must} contain \texttt{VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT}

• VUID-vkCmdDispatch-unnormalizedCoordinates-09635
  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 \textbf{must} be 1

• VUID-vkCmdDispatch-unnormalizedCoordinates-09636
  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 \textbf{must} be \texttt{VK_IMAGE_VIEW_TYPE_1D} or \texttt{VK_IMAGE_VIEW_TYPE_2D}

• VUID-vkCmdDispatch-None-06479
  If a \texttt{VkImageView} is sampled with depth comparison, the image view's format features \textbf{must} contain \texttt{VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT}

• VUID-vkCmdDispatch-None-02691
  If a \texttt{VkImageView} is accessed using atomic operations as a result of this command, then the image view's format features \textbf{must} contain \texttt{VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT}

• VUID-vkCmdDispatch-None-07888
  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 \textbf{must} contain \texttt{VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT}

• VUID-vkCmdDispatch-OpTypeImage-07027
  For any \texttt{VkImageView} being written as a storage image where the image format field of the \texttt{OpTypeImage} is \texttt{Unknown}, the view's format features \textbf{must} contain \texttt{VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT}

• VUID-vkCmdDispatch-OpTypeImage-07028
  For any \texttt{VkImageView} being read as a storage image where the image format field of the \texttt{OpTypeImage} is \texttt{Unknown}, the view's format features \textbf{must} contain \texttt{VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT}

• VUID-vkCmdDispatch-OpTypeImage-07029
  For any \texttt{VkBufferView} being written as a storage texel buffer where the image format field of the \texttt{OpTypeImage} is \texttt{Unknown}, the view's buffer features \textbf{must} contain \texttt{VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT}

• VUID-vkCmdDispatch-OpTypeImage-07030
  Any \texttt{VkBufferView} being read as a storage texel buffer where the image format field of the \texttt{OpTypeImage} is \texttt{Unknown} then the view's buffer features \textbf{must} contain \texttt{VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT}

• VUID-vkCmdDispatch-None-08600
  For each set \texttt{n} that is statically used by a bound shader, a descriptor set \textbf{must} have been bound to \texttt{n} at the same pipeline bind point, with a \texttt{VkPipelineLayout} that is compatible for
set n, with the `VkPipelineLayout` used to create the current `VkPipeline` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, 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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdDispatch-maintenance4-08602**
  If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdDispatch-None-08614**
  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**
  If the `shaderObject` feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command.

- **VUID-vkCmdDispatch-None-08608**
  If a pipeline is 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-vkCmdDispatch-None-08609**
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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.
instructions that includes a LOD bias or any offset values, in any shader stage

• VUID-vkCmdDispatch-None-08607
  If the shaderObject is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and VK_NULL_HANDLE shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command

• 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-None-08612
  If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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-None-08613
  If the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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 Y’C₈ 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 Y’C₈ 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
If a `VkImageView` created with a format other than `VK_FORMAT_A8_UNORM_KHR` 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 `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` 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 `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.

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.

If any of the shader stages of the `VkPipeline` bound to the pipeline bind point used by this command uses the `RayQueryKHR` capability, then `commandBuffer` **must** not be a protected command buffer.

`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)

- **VUID-vkCmdDispatch-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdDispatch-commandBuffer-recording**
  `commandBuffer` must be in the recording state

- **VUID-vkCmdDispatch-commandBuffer-cmdpool**
  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

- **VUID-vkCmdDispatch-videocoding**
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To record an indirect dispatching command, call:

```cpp
// 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-None-06479**
  If a VkImageView is sampled with depth comparison, the image view's format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_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-OpTypeImage-07027**
  For any `VkImageView` being written as a storage image where the image format field of the `OpTypeImage` is `Unknown`, the view’s format features **must** contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.

- **VUID-vkCmdDispatchIndirect-OpTypeImage-07028**
  For any `VkImageView` being read as a storage image where the image format field of the `OpTypeImage` is `Unknown`, the view’s format features **must** contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`.

- **VUID-vkCmdDispatchIndirect-OpTypeImage-07029**
  For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown`, the view’s buffer features **must** contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.

- **VUID-vkCmdDispatchIndirect-OpTypeImage-07030**
  Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown` then the view’s buffer features **must** contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`.

- **VUID-vkCmdDispatchIndirect-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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdDispatchIndirect-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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdDispatchIndirect-maintenance4-08602**
  If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdDispatchIndirect-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-vkCmdDispatchIndirect-None-08606**
  If the `shaderObject` feature is not enabled, a valid pipeline **must** be bound to the pipeline bind point used by this command.
If a pipeline is 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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 the `shaderObject` is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and `VK_NULL_HANDLE` shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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 the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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-ConstOffset-06551
  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 created with a format other than VK_FORMAT_A8_UNORM_KHR 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-08796
  If a VkImageView created with the format VK_FORMAT_A8_UNORM_KHR is accessed using OpImageWrite as a result of this command, then the Type of the Texel operand of that instruction must have four components

- 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-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-videocoding
  This command must only be called outside of a video coding scope
• 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
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:
// Provided by VK_VERSION_1_1

```c
void vkCmdDispatchBase(
    VkCommandBuffer commandBuffer,
    uint32_t baseGroupX,
    uint32_t baseGroupY,
    uint32_t baseGroupZ,
    uint32_t groupCountX,
    uint32_t groupCountY,
    uint32_t groupCountZ);
```

or the equivalent command

// Provided by VK_KHR_device_group

```c
void vkCmdDispatchBaseKHR(
    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-None-06479`
  If a `VkImageView` is sampled with depth comparison, the image view's format features must contain `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_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-OpTypeImage-07027`
  For any `VkImageView` being written as a storage image where the image format field of the `OpTypeImage` is Unknown, the view's format features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`

- `VUID-vkCmdDispatchBase-OpTypeImage-07028`
  For any `VkImageView` being read as a storage image where the image format field of the `OpTypeImage` is Unknown, the view's format features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`
For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is **Unknown**, the view’s **buffer features** must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE WITHOUT_FORMAT_BIT`

Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is **Unknown** then the view’s **buffer features** must contain `VK_FORMAT_FEATURE_2_STORAGE_READ WITHOUT_FORMAT_BIT`

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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, 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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility

If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, 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

If the `shaderObject` feature is not enabled, a valid pipeline **must** be bound to the pipeline bind point used by this command

If a pipeline is 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any VkShaderEXT bound to a stage corresponding 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 or any VkShaderEXT bound to a stage corresponding 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 the shaderObject is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and VK_NULL_HANDLE shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

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 the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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 the robustBufferAccess feature is not enabled, and any VkShaderEXT bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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’Cz conversion, that object must only be used with OpImageSample* or OpImageSparseSample* instructions.
• VUID-vkCmdDispatchBase-ConstOffset-06551
If a bound shader accesses a VkSampler or VkImageView object that enables sampler YC\textsubscript{a}C\textsubscript{b} conversion, that object must not use the ConstOffset and Offset operands.

• VUID-vkCmdDispatchBase-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-vkCmdDispatchBase-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-vkCmdDispatchBase-OpImageWrite-08795
If a VkImageView created with a format other than VK_FORMAT_A8_UNORM_KHR 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-vkCmdDispatchBase-OpImageWrite-08796
If a VkImageView created with the format VK_FORMAT_A8_UNORM_KHR is accessed using OpImageWrite as a result of this command, then the Type of the Texel operand of that instruction must have four components.

• VUID-vkCmdDispatchBase-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-vkCmdDispatchBase-None-07288
Any shader invocation executed by this command must terminate.

• VUID-vkCmdDispatchBase-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-vkCmdDispatchBase-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-vkCmdDispatchBase-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-vkCmdDispatchBase-commandBuffer-04617
If any of the shader stages of the VkPipeline bound to the pipeline bind point used by this command uses the RayQueryKHR capability, then commandBuffer must not be a protected command buffer.

• VUID-vkCmdDispatchBase-baseGroupX-00421

1658
**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

- VUID-vkCmdDispatchBase-videocoding
  
  This command must only be called outside of a video coding scope

**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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.

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 the `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.

  See Sparse Memory Aliasing for more information.

## 29.2. Sparse Buffers and Fully-Resident Images

Both `VkBuffer` and `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_BINDING_BIT` or `VK_BUFFER_CREATE_SPARSE_BINDING_BIT` bits can be thought of as a linear region of address space. In the `VkImage` case if `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` is not used, this linear region is entirely
opaque, meaning that there is no application-visible mapping between texel location and memory offset.

Unless VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT or VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT are also used, the entire resource must be bound to one or more VkDeviceMemory objects before use.

29.2.1. Sparse Buffer and Fully-Resident Image Block Size

The sparse block size in bytes for sparse buffers and fully-resident images is reported as VkMemoryRequirements::alignment. alignment represents both the memory alignment requirement and the binding granularity (in bytes) for sparse resources.

29.3. Sparse Partially-Resident Buffers

VkBuffer objects created with the VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT bit allow the buffer to be made only partially resident. Partially resident VkBuffer objects are allocated and bound identically to VkBuffer objects using only the VK_BUFFER_CREATE_SPARSE_BINDING_BIT feature. The only difference is the ability for some regions of the buffer to be unbound during device use.

29.4. Sparse Partially-Resident Images

VkImage objects created with the VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT bit allow specific rectangular regions of the image called sparse image blocks to be bound to specific ranges of memory. This allows the application to manage residency at either image subresource or sparse image block granularity. Each image subresource (outside of the mip tail) starts on a sparse block boundary and has dimensions that are integer multiples of the corresponding dimensions of the sparse image block.

Note

Applications can use these types of images to control LOD based on total memory consumption. If memory pressure becomes an issue the application can unbind and disable specific mipmap levels of images without having to recreate resources or modify texel data of unaffected levels.

The application can also use this functionality to access subregions of the image in a “megatexture” fashion. The application can create a large image and only populate the region of the image that is currently being used in the scene.

29.4.1. Accessing Unbound Regions

The following member of VkPhysicalDeviceSparseProperties affects how data in unbound regions of sparse resources are handled by the implementation:

- residencyNonResidentStrict

If this property is not present, reads of unbound regions of the image will return undefined values. Both reads and writes are still considered safe and will not affect other resources or populated regions of the image.
If this property is present, all reads of unbound regions of the image will behave as if the region was bound to memory populated with all zeros; writes will be discarded.

**Image operations** performed on unbound memory **may** still alter some component values in the natural way for those accesses, e.g. substituting a value of one for alpha in formats that do not have an alpha component.

Example: Reading the alpha component of an unbacked **VK_FORMAT_R8_UNORM** image will return a value of **1.0f**.

See **Physical Device Enumeration** for instructions for retrieving physical device properties.

**Implementor’s Note**

For implementations that cannot natively handle access to unbound regions of a resource, the implementation may allocate and bind memory to the unbound regions. Reads and writes to unbound regions will access the implementation-managed memory instead.

Given that the values resulting from reads of unbound regions are undefined in this scenario, implementations may use the same physical memory for all unbound regions of multiple resources within the same process.

**29.4.2. Mip Tail Regions**

Sparse images created using **VK_IMAGE_CREATE_SPARSE_BINDING_BIT** (without also using **VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT**) have no specific mapping of image region or image subresource to memory offset defined, so the entire image can be thought of as a linear opaque address region. However, images created with **VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT** do have a prescribed sparse image block layout, and hence each image subresource must start on a sparse block boundary. Within each array layer, the set of mip levels that have a smaller size than the sparse block size in bytes are grouped together into a **mip tail region**.

If the **VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT** flag is present in the **flags** member of **VkSparseImageFormatProperties**, for the image's **format**, then any mip level which has dimensions that are not integer multiples of the corresponding dimensions of the sparse image block, and all subsequent mip levels, are also included in the mip tail region.

The following member of **VkPhysicalDeviceSparseProperties** may affect how the implementation places mip levels in the mip tail region:

- **residencyAlignedMipSize**

Each mip tail region is bound to memory as an opaque region (i.e. must be bound using a **VkSparseImageOpaqueMemoryBindInfo** structure) and may be of a size greater than or equal to the sparse block size in bytes. This size is guaranteed to be an integer multiple of the sparse block size in bytes.
An implementation may choose to allow each array-layer's mip tail region to be bound to memory independently or require that all array-layer's mip tail regions be treated as one. This is dictated by VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT in VkSparseImageMemoryRequirements::flags.

The following diagrams depict how VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT and VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT alter memory usage and requirements.

![Image Description]

**Figure 17. Sparse Image**

In the absence of VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT and VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT, each array layer contains a mip tail region containing texel data for all mip levels smaller than the sparse image block in any dimension.

Mip levels that are as large or larger than a sparse image block in all dimensions can be bound individually. Right-edges and bottom-edges of each level are allowed to have partially used sparse blocks. Any bound partially-used-sparse-blocks must still have their full sparse block size in bytes allocated in memory.
When `VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT` is present all array layers will share a single mip tail region.

*Figure 18. Sparse Image with Single Mip Tail*

*Figure 19. Sparse Image with Aligned Mip Size*
The mip tail regions are presented here in 2D arrays simply for figure size reasons. Each mip tail is logically a single array of sparse blocks with an implementation-dependent mapping of texels or compressed texel blocks to sparse blocks.

When `VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT` is present the first mip level that would contain partially used sparse blocks begins the mip tail region. This level and all subsequent levels are placed in the mip tail. Only the first \( N \) mip levels whose dimensions are an exact multiple of the sparse image block dimensions can be bound and unbound on a sparse block basis.

![Figure 20. Sparse Image with Aligned Mip Size and Single Mip Tail](image)

Note

The mip tail region is presented here in a 2D array simply for figure size reasons. It is logically a single array of sparse blocks with an implementation-dependent mapping of texels or compressed texel blocks to sparse blocks.

When both `VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT` and `VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT` are present the constraints from each of these flags are in effect.

### 29.4.3. Standard Sparse Image Block Shapes

Standard sparse image block shapes define a standard set of dimensions for sparse image blocks that depend on the format of the image. Layout of texels or compressed texel blocks within a sparse image block is implementation-dependent. All currently defined standard sparse image block shapes are 64 KB in size.

For block-compressed formats (e.g. `VK_FORMAT_BC5_UNORM_BLOCK`), the texel size is the size of the compressed texel block (e.g. 128-bit for BC5) thus the dimensions of the standard sparse image block
Note

For block-compressed formats, the dimensions of a sparse image block in terms of texels can be calculated by multiplying the sparse image block dimensions by the compressed texel block dimensions.
Table 36. Standard Sparse Image Block Shapes (Single Sample)

<table>
<thead>
<tr>
<th>TEXEL SIZE (bits)</th>
<th>Block Shape (2D)</th>
<th>Block Shape (3D)</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-Bit</td>
<td>256 × 256 × 1</td>
<td>64 × 32 × 32</td>
</tr>
<tr>
<td>16-Bit</td>
<td>256 × 128 × 1</td>
<td>32 × 32 × 32</td>
</tr>
<tr>
<td>32-Bit</td>
<td>128 × 128 × 1</td>
<td>32 × 32 × 16</td>
</tr>
<tr>
<td>64-Bit</td>
<td>128 × 64 × 1</td>
<td>32 × 16 × 16</td>
</tr>
<tr>
<td>128-Bit</td>
<td>64 × 64 × 1</td>
<td>16 × 16 × 16</td>
</tr>
</tbody>
</table>

Table 37. Standard Sparse Image Block Shapes (MSAA)

<table>
<thead>
<tr>
<th>TEXEL SIZE (bits)</th>
<th>Block Shape (2X)</th>
<th>Block Shape (4X)</th>
<th>Block Shape (8X)</th>
<th>Block Shape (16X)</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-Bit</td>
<td>128 × 256 × 1</td>
<td>128 × 128 × 1</td>
<td>64 × 128 × 1</td>
<td>64 × 64 × 1</td>
</tr>
<tr>
<td>16-Bit</td>
<td>128 × 128 × 1</td>
<td>128 × 64 × 1</td>
<td>64 × 64 × 1</td>
<td>64 × 32 × 1</td>
</tr>
<tr>
<td>32-Bit</td>
<td>64 × 128 × 1</td>
<td>64 × 64 × 1</td>
<td>32 × 64 × 1</td>
<td>32 × 32 × 1</td>
</tr>
<tr>
<td>64-Bit</td>
<td>64 × 64 × 1</td>
<td>64 × 32 × 1</td>
<td>32 × 32 × 1</td>
<td>32 × 16 × 1</td>
</tr>
<tr>
<td>128-Bit</td>
<td>32 × 64 × 1</td>
<td>32 × 32 × 1</td>
<td>16 × 32 × 1</td>
<td>16 × 16 × 1</td>
</tr>
</tbody>
</table>

Implementations that support the standard sparse image block shape for all formats listed in the Standard Sparse Image Block Shapes (Single Sample) and Standard Sparse Image Block Shapes (MSAA) tables may advertise the following VkPhysicalDeviceSparseProperties:

- residencyStandard2DBlockShape
- residencyStandard2DMultisampleBlockShape
- residencyStandard3DBlockShape

Reporting each of these features does not imply that all possible image types are supported as sparse. Instead, this indicates that no supported sparse image of the corresponding type will use custom sparse image block dimensions for any formats that have a corresponding standard sparse image block shape.

29.4.4. Custom Sparse Image Block Shapes

An implementation that does not support a standard image block shape for a particular sparse partially-resident image may choose to support a custom sparse image block shape for it instead. The dimensions of such a custom sparse image block shape are reported in VkSparseImageFormatProperties::imageGranularity. As with standard sparse image block shapes, the size in bytes of the custom sparse image block shape will be reported in VkMemoryRequirements::alignment.

Custom sparse image block dimensions are reported through vkGetPhysicalDeviceSparseImageFormatProperties and vkGetImageSparseMemoryRequirements.

An implementation must not support both the standard sparse image block shape and a custom
sparse image block shape for the same image. The standard sparse image block shape must be used if it is supported.

29.4.5. Multiple Aspects

Partially resident images are allowed to report separate sparse properties for different aspects of the image. One example is for depth/stencil images where the implementation separates the depth and stencil data into separate planes. Another reason for multiple aspects is to allow the application to manage memory allocation for implementation-private metadata associated with the image. See the figure below:

![Multiple Aspect Sparse Image](image)

**Figure 21. Multiple Aspect Sparse Image**

*Note*

The mip tail regions are presented here in 2D arrays simply for figure size reasons. Each mip tail is logically a single array of sparse blocks with an implementation-dependent mapping of texels or compressed texel blocks to sparse blocks.

In the figure above the depth, stencil, and metadata aspects all have unique sparse properties. The
per-texel stencil data is \( \frac{1}{4} \) the size of the depth data, hence the stencil sparse blocks include \( 4 \times \) the number of texels. The sparse block size in bytes for all of the aspects is identical and defined by `VkMemoryRequirements::alignment`.

**Metadata**

The metadata aspect of an image has the following constraints:

- All metadata is reported in the mip tail region of the metadata aspect.
- All metadata **must** be bound prior to device use of the sparse image.

### 29.5. Sparse Memory Aliasing

By default sparse resources have the same aliasing rules as non-sparse resources. See [Memory Aliasing](#) for more information.

`VkDevice` objects that have the `sparseResidencyAliased` feature enabled are able to use the `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT` and `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT` flags for resource creation. These flags allow resources to access physical memory bound into multiple locations within one or more sparse resources in a *data consistent* fashion. This means that reading physical memory from multiple aliased locations will return the same value.

Care **must** be taken when performing a write operation to aliased physical memory. Memory dependencies **must** be used to separate writes to one alias from reads or writes to another alias. Writes to aliased memory that are not properly guarded against accesses to different aliases will have undefined results for all accesses to the aliased memory.

Applications that wish to make use of data consistent sparse memory aliasing **must** abide by the following guidelines:

- All sparse resources that are bound to aliased physical memory **must** be created with the `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT / VK_IMAGE_CREATE_SPARSE_ALIASED_BIT` flag.
- All resources that access aliased physical memory **must** interpret the memory in the same way. This implies the following:
  - Buffers and images **cannot** alias the same physical memory in a data consistent fashion. The physical memory ranges **must** be used exclusively by buffers or used exclusively by images for data consistency to be guaranteed.
  - Memory in sparse image mip tail regions **cannot** access aliased memory in a data consistent fashion.
  - Sparse images that alias the same physical memory **must** have compatible formats and be using the same sparse image block shape in order to access aliased memory in a data consistent fashion.

Failure to follow any of the above guidelines will require the application to abide by the normal, non-sparse resource **aliasing rules**. In this case memory **cannot** be accessed in a data consistent fashion.
Enabling sparse resource memory aliasing can be a way to lower physical memory use, but it may reduce performance on some implementations. An application developer can test on their target HW and balance the memory / performance trade-offs measured.

29.6. Sparse Resource Implementation Guidelines (Informative)

This section is Informative. It is included to aid in implementors’ understanding of sparse resources.

Device Virtual Address
The basic sparseBinding feature allows the resource to reserve its own device virtual address range at resource creation time rather than relying on a bind operation to set this. Without any other creation flags, no other constraints are relaxed compared to normal resources. All pages must be bound to physical memory before the device accesses the resource.

The sparseResidency features allow sparse resources to be used even when not all pages are bound to memory. Implementations that support access to unbound pages without causing a fault may support residencyNonResidentStrict.

Not faulting on access to unbound pages is not enough to support residencyNonResidentStrict. An implementation must also guarantee that reads after writes to unbound regions of the resource always return data for the read as if the memory contains zeros. Depending on any caching hierarchy of the implementation this may not always be possible.

Any implementation that does not fault, but does not guarantee correct read values must not support residencyNonResidentStrict.

Any implementation that cannot access unbound pages without causing a fault will require the implementation to bind the entire device virtual address range to physical memory. Any pages that the application does not bind to memory may be bound to one (or more) "placeholder" physical page(s) allocated by the implementation. Given the following properties:

- A process must not access memory from another process
- Reads return undefined values

It is sufficient for each host process to allocate these placeholder pages and use them for all resources in that process. Implementations may allocate more often (per instance, per device, or per resource).

Binding Memory
The byte size reported in VkMemoryRequirements::size must be greater than or equal to the amount of physical memory required to fully populate the resource. Some implementations
require “holes” in the device virtual address range that are never accessed. These holes may be included in the size reported for the resource.

Including or not including the device virtual address holes in the resource size will alter how the implementation provides support for VkSparseImageOpaqueMemoryBindInfo. This operation must be supported for all sparse images, even ones created with VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT.

• If the holes are included in the size, this bind function becomes very easy. In most cases the resourceOffset is simply a device virtual address offset and the implementation can easily determine what device virtual address to bind. The cost is that the application may allocate more physical memory for the resource than it needs.

• If the holes are not included in the size, the application can allocate less physical memory than otherwise for the resource. However, in this case the implementation must account for the holes when mapping resourceOffset to the actual device virtual address intended to be mapped.

Note
If the application always uses VkSparseImageMemoryBindInfo to bind memory for the non-tail mip levels, any holes that are present in the resource size may never be bound.

Since VkSparseImageMemoryBindInfo uses texel locations to determine which device virtual addresses to bind, it is impossible to bind device virtual address holes with this operation.

Binding Metadata Memory
All metadata for sparse images have their own sparse properties and are embedded in the mip tail region for said properties. See the Multiaspect section for details.

Given that metadata is in a mip tail region, and the mip tail region must be reported as contiguous (either globally or per-array-layer), some implementations will have to resort to complicated offset to device virtual address mapping for handling VkSparseImageOpaqueMemoryBindInfo.

To make this easier on the implementation, the VK_SPARSE_MEMORY_BIND_METADATA_BIT explicitly specifies when metadata is bound with VkSparseImageOpaqueMemoryBindInfo. When this flag is not present, the resourceOffset may be treated as a strict device virtual address offset.

When VK_SPARSE_MEMORY_BIND_METADATA_BIT is present, the resourceOffset must have been derived explicitly from the imageMipTailOffset in the sparse resource properties returned for the metadata aspect. By manipulating the value returned for imageMipTailOffset, the resourceOffset does not have to correlate directly to a device virtual address offset, and may instead be whatever value makes it easiest for the implementation to derive the correct device virtual address.
29.7. Sparse Resource API

The APIs related to sparse resources are grouped into the following categories:

- Physical Device Features
- Physical Device Sparse Properties
- Sparse Image Format Properties
- Sparse Resource Creation
- Sparse Resource Memory Requirements
- Binding Resource Memory

29.7.1. 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.

29.7.2. 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:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPhysicalDeviceSparseProperties {
    VkBool32 residencyStandard2DBlockShape;
    VkBool32 residencyStandard2DMultisampleBlockShape;
    VkBool32 residencyStandard3DBlockShape;
    VkBool32 residencyAlignedMipSize;
    VkBool32 residencyNonResidentStrict;
} VkPhysicalDeviceSparseProperties;
```

- `residencyStandard2DBlockShape` is `VK_TRUE` if the physical device will access all single-sample 2D sparse resources using the standard sparse image block shapes (based on image format), as described in the Standard Sparse Image Block Shapes (Single Sample) table. If this property is not supported the value returned in the `imageGranularity` member of the `VkSparseImageFormatProperties` structure for single-sample 2D images is not required to match the standard sparse image block dimensions listed in the table.

- `residencyStandard2DMultisampleBlockShape` is `VK_TRUE` if the physical device will access all multisample 2D sparse resources using the standard sparse image block shapes (based on image format), as described in the Standard Sparse Image Block Shapes (MSAA) table. If this property is not supported, the value returned in the `imageGranularity` member of the `VkSparseImageFormatProperties` structure for multisample 2D images is not required to match the standard sparse image block dimensions listed in the table.

- `residencyStandard3DBlockShape` is `VK_TRUE` if the physical device will access all 3D sparse resources using the standard sparse image block shapes (based on image format), as described in the Standard Sparse Image Block Shapes (Single Sample) table. If this property is not supported, the value returned in the `imageGranularity` member of the `VkSparseImageFormatProperties` structure for 3D images is not required to match the standard sparse image block dimensions listed in the table.

- `residencyAlignedMipSize` is `VK_TRUE` if images with mip level dimensions that are not integer multiples of the corresponding dimensions of the sparse image block may be placed in the mip tail. If this property is not reported, only mip levels with dimensions smaller than the `imageGranularity` member of the `VkSparseImageFormatProperties` structure will be placed in the mip tail. If this property is reported the implementation is allowed to return `VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT` in the `flags` member of `VkSparseImageFormatProperties`, indicating that mip level dimensions that are not integer multiples of the corresponding dimensions of the sparse image block will be placed in the mip tail.

- `residencyNonResidentStrict` specifies whether the physical device can consistently access non-resident regions of a resource. If this property is `VK_TRUE`, access to non-resident regions of resources will be guaranteed to return values as if the resource was populated with 0; writes to non-resident regions will be discarded.
29.7.3. Sparse Image Format Properties

Given that certain aspects of sparse image support, including the sparse image block dimensions, **may** be implementation-dependent, the `vkGetPhysicalDeviceSparseImageFormatProperties` command can be used to query for sparse image format properties prior to resource creation. This command is used to check whether a given set of sparse image parameters is supported and what the sparse image block shape will be.

**Sparse Image Format Properties API**

The `VkSparseImageFormatProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSparseImageFormatProperties {
    VkImageAspectFlags aspectMask;
    VkExtent3D imageGranularity;
    VkSparseImageFormatFlags flags;
} VkSparseImageFormatProperties;
```

- **aspectMask** is a bitmask of `VkImageAspectFlagBits` specifying which aspects of the image the properties apply to.
- **imageGranularity** is the width, height, and depth of the sparse image block in texels or compressed texel blocks.
- **flags** is a bitmask of `VkSparseImageFormatFlagBits` specifying additional information about the sparse resource.

Bits which **may** be set in `VkSparseImageFormatProperties::flags`, specifying additional information about the sparse resource, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSparseImageFormatFlagBits {
    VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT = 0x00000001,
    VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT = 0x00000002,
    VK_SPARSE_IMAGE_FORMAT_NONSTANDARD_BLOCK_SIZE_BIT = 0x00000004,
} VkSparseImageFormatFlagBits;
```

- **VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT** specifies that the image uses a single mip tail region for all array layers.
- **VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT** specifies that the first mip level whose dimensions are not integer multiples of the corresponding dimensions of the sparse image block begins the mip tail region.
- **VK_SPARSE_IMAGE_FORMAT_NONSTANDARD_BLOCK_SIZE_BIT** specifies that the image uses non-standard sparse image block dimensions, and the `imageGranularity` values do not match the standard sparse image block dimensions for the given format.
typedef VkFlags VkSparseImageFormatFlags;

VkSparseImageFormatFlags is a bitmask type for setting a mask of zero or more VkSparseImageFormatFlagBits.

vkGetPhysicalDeviceSparseImageFormatProperties returns an array of VkSparseImageFormatProperties. Each element describes properties for one set of image aspects that are bound simultaneously for a VkImage created with the provided image creation parameters. This is usually one element for each aspect in the image, but for interleaved depth/stencil images there is only one element describing the combined aspects.

// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceSparseImageFormatProperties(
    VkPhysicalDevice physicalDevice,
    VkFormat format,
    VkImageType type,
    VkSampleCountFlagBits samples,
    VkImageUsageFlags usage,
    VkImageTiling tiling,
    uint32_t* pPropertyCount,
    VkSparseImageFormatProperties* pProperties);

• physicalDevice is the physical device from which to query the sparse image format properties.
• format is the image format.
• type is the dimensionality of the image.
• samples is a VkSampleCountFlagBits value specifying the number of samples per texel.
• usage is a bitmask describing the intended usage of the image.
• tiling is the tiling arrangement of the texel blocks in memory.
• pPropertyCount is a pointer to an integer related to the number of sparse format properties available or queried, as described below.
• pProperties is either NULL or a pointer to an array of VkSparseImageFormatProperties structures.

If pProperties is NULL, then the number of sparse format 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 sparse format properties available, at most pPropertyCount structures will be written.

If VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT is not supported for the given arguments, pPropertyCount will be set to zero upon return, and no data will be written to pProperties.

Multiple aspects are returned for depth/stencil images that are implemented as separate planes by the implementation. The depth and stencil data planes each have unique
Depth/stencil images with depth and stencil data interleaved into a single plane will return a single `VkSparseImageFormatProperties` structure with the `aspectMask` set to `VK_IMAGE_ASPECT_DEPTH_BIT | VK_IMAGE_ASPECT_STENCIL_BIT`.

### Valid Usage

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-samples-01094**
  
  `samples` **must** be a valid `VkSampleCountFlagBits` value that is set in `VkImageFormatProperties::sampleCounts` returned by `vkGetPhysicalDeviceImageFormatProperties` with `format`, `type`, `tiling`, and `usage` equal to those in this command.

### Valid Usage (Implicit)

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

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-format-parameter**
  
  `format` **must** be a valid `VkFormat` value.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-type-parameter**
  
  `type` **must** be a valid `VkImageType` value.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-samples-parameter**
  
  `samples` **must** be a valid `VkSampleCountFlagBits` value.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-usage-parameter**
  
  `usage` **must** be a valid combination of `VkImageUsageFlagBits` values.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-usage-requiredbitmask**
  
  `usage` **must not** be 0.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-tiling-parameter**
  
  `tiling` **must** be a valid `VkImageTiling` value.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-pPropertyCount-parameter**
  
  `pPropertyCount` **must** be a valid pointer to a `uint32_t` value.

- **VUID-vkGetPhysicalDeviceSparseImageFormatProperties-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` `VkSparseImageFormatProperties` structures.

`vkGetPhysicalDeviceSparseImageFormatProperties2` returns an array of `VkSparseImageFormatProperties2`. Each element describes properties for one set of image aspects that are bound simultaneously for a `VkImage` created with the provided image creation parameters. This is usually one element for each aspect in the image, but for interleaved depth/stencil images there is only one element describing the combined aspects.
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceSparseImageFormatProperties2(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceSparseImageFormatInfo2* pFormatInfo,
    uint32_t* pPropertyCount,
    VkSparseImageFormatProperties2* pProperties);

or the equivalent command

// Provided by VK_KHR_get_physical_device_properties2
void vkGetPhysicalDeviceSparseImageFormatProperties2KHR(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceSparseImageFormatInfo2* pFormatInfo,
    uint32_t* pPropertyCount,
    VkSparseImageFormatProperties2* pProperties);

• physicalDevice is the physical device from which to query the sparse image format properties.
• pFormatInfo is a pointer to a VkPhysicalDeviceSparseImageFormatInfo2 structure containing input parameters to the command.
• pPropertyCount is a pointer to an integer related to the number of sparse format properties available or queried, as described below.
• pProperties is either NULL or a pointer to an array of VkSparseImageFormatProperties2 structures.

vkGetPhysicalDeviceSparseImageFormatProperties2 behaves identically to vkGetPhysicalDeviceSparseImageFormatProperties, with the ability to return extended information by adding extending structures to the pNext chain of its pProperties parameter.

Valid Usage (Implicit)

• VUID-vkGetPhysicalDeviceSparseImageFormatProperties2-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
• VUID-vkGetPhysicalDeviceSparseImageFormatProperties2-pFormatInfo-parameter pFormatInfo must be a valid pointer to a valid VkPhysicalDeviceSparseImageFormatInfo2 structure
• VUID-vkGetPhysicalDeviceSparseImageFormatProperties2-pPropertyCount-parameter pPropertyCount must be a valid pointer to a uint32_t value
• VUID-vkGetPhysicalDeviceSparseImageFormatProperties2-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 VkSparseImageFormatProperties2 structures

The VkPhysicalDeviceSparseImageFormatInfo2 structure is defined as:
// Provided by VK_VERSION_1_1

typedef struct VkPhysicalDeviceSparseImageFormatInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkFormat format;
    VkImageType type;
    VkSampleCountFlagBits samples;
    VkImageUsageFlags usage;
    VkImageTiling tiling;
} VkPhysicalDeviceSparseImageFormatInfo2;

or the equivalent

// Provided by VK_KHR_get_physical_device_properties2

typedef VkPhysicalDeviceSparseImageFormatInfo2 VkPhysicalDeviceSparseImageFormatInfo2KHR;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **format** is the image format.
- **type** is the dimensionality of the image.
- **samples** is a `VkSampleCountFlagBits` value specifying the number of samples per texel.
- **usage** is a bitmask describing the intended usage of the image.
- **tiling** is the tiling arrangement of the texel blocks in memory.

**Valid Usage**

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-samples-01095
  - `samples` must be a valid `VkSampleCountFlagBits` value that is set in `VkImageFormatProperties::sampleCounts` returned by `vkGetPhysicalDeviceImageFormatProperties` with `format`, `type`, `tiling`, and `usage` equal to those in this command

---

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SPARSE_IMAGE_FORMAT_INFO_2`

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-pNext-pNext
  - `pNext` must be `NULL`

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-format-parameter
  - `format` must be a valid `VkFormat` value

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-type-parameter
type must be a valid VkImageType value

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-samples-parameter
  samples must be a valid VkSampleCountFlagBits value

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-usage-parameter
  usage must be a valid combination of VkImageUsageFlagBits values

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-usage-requiredbitsetmask
  usage must not be 0

- VUID-VkPhysicalDeviceSparseImageFormatInfo2-tiling-parameter
  tiling must be a valid VkImageTiling value

The VkSparseImageFormatProperties2 structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkSparseImageFormatProperties2 {
    VkStructureType sType;
    void* pNext;
    VkSparseImageFormatProperties properties;
} VkSparseImageFormatProperties2;
```
or the equivalent

```c
// Provided by VK_KHR_get_physical_device_properties2
typedef VkSparseImageFormatProperties2 VkSparseImageFormatProperties2KHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- properties is a VkSparseImageFormatProperties structure which is populated with the same values as in vkGetPhysicalDeviceSparseImageFormatProperties.

Valid Usage (Implicit)

- VUID-VkSparseImageFormatProperties2-sType-sType
  sType must be VK_STRUCTURE_TYPE_SPARSE_IMAGE_FORMAT_PROPERTIES_2

- VUID-VkSparseImageFormatProperties2-pNext-pNext
  pNext must be NULL

29.7.4. Sparse Resource Creation

Sparse resources require that one or more sparse feature flags be specified (as part of the VkPhysicalDeviceFeatures structure described previously in the Physical Device Features section) when calling vkCreateDevice. When the appropriate device features are enabled, the VK_BUFFER_CREATE_SPARSE_* and VK_IMAGE_CREATE_SPARSE_* flags can be used. See vkCreateBuffer and
vkCreateImage for details of the resource creation APIs.

Note

Specifying `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` or `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` requires specifying `VK_BUFFER_CREATE_SPARSE_BINDING_BIT` or `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`, respectively, as well. This means that resources must be created with the appropriate *_SPARSE_BINDING_BIT to be used with the sparse binding command (vkQueueBindSparse).

29.7.5. Sparse Resource Memory Requirements

Sparse resources have specific memory requirements related to binding sparse memory. These memory requirements are reported differently for `VkBuffer` objects and `VkImage` objects.

Buffer and Fully-Resident Images

Buffers (both fully and partially resident) and fully-resident images can be bound to memory using only the data from `VkMemoryRequirements`. For all sparse resources the `VkMemoryRequirements::alignment` member specifies both the binding granularity in bytes and the required alignment of `VkDeviceMemory`.

Partially Resident Images

Partially resident images have a different method for binding memory. As with buffers and fully resident images, the `VkMemoryRequirements::alignment` field specifies the binding granularity in bytes for the image.

Requesting sparse memory requirements for `VkImage` objects using `vkGetImageSparseMemoryRequirements` will return an array of one or more `VkSparseImageMemoryRequirements` structures. Each structure describes the sparse memory requirements for a group of aspects of the image.

The sparse image must have been created using the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag to retrieve valid sparse image memory requirements.

Sparse Image Memory Requirements

The `VkSparseImageMemoryRequirements` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSparseImageMemoryRequirements {
    VkSparseImageFormatProperties formatProperties;
    uint32_t imageMipTailFirstLod;
    VkDeviceSize imageMipTailSize;
    VkDeviceSize imageMipTailOffset;
    VkDeviceSize imageMipTailStride;
} VkSparseImageMemoryRequirements;
```
• **formatProperties** is a **VkSparseImageFormatProperties** structure specifying properties of the image format.

• **imageMipTailFirstLod** is the first mip level at which image subresources are included in the mip tail region.

• **imageMipTailSize** is the memory size (in bytes) of the mip tail region. If **formatProperties.flags** contains **VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT**, this is the size of the whole mip tail, otherwise this is the size of the mip tail of a single array layer. This value is guaranteed to be a multiple of the sparse block size in bytes.

• **imageMipTailOffset** is the opaque memory offset used with **VkSparseImageOpaqueMemoryBindInfo** to bind the mip tail region(s).

• **imageMipTailStride** is the offset stride between each array-layer's mip tail, if **formatProperties.flags** does not contain **VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT** (otherwise the value is undefined).

To query sparse memory requirements for an image, call:

```c
// Provided by VK_VERSION_1_0
void vkGetImageSparseMemoryRequirements(
    VkDevice device,
    VkImage image,
    uint32_t *pSparseMemoryRequirementCount,
    VkSparseImageMemoryRequirements* pSparseMemoryRequirements);
```

• **device** is the logical device that owns the image.

• **image** is the **VkImage** object to get the memory requirements for.

• **pSparseMemoryRequirementCount** is a pointer to an integer related to the number of sparse memory requirements available or queried, as described below.

• **pSparseMemoryRequirements** is either **NULL** or a pointer to an array of **VkSparseImageMemoryRequirements** structures.

If **pSparseMemoryRequirements** is **NULL**, then the number of sparse memory requirements available is returned in **pSparseMemoryRequirementCount**. Otherwise, **pSparseMemoryRequirementCount** must point to a variable set by the user to the number of elements in the **pSparseMemoryRequirements** array, and on return the variable is overwritten with the number of structures actually written to **pSparseMemoryRequirements**. If **pSparseMemoryRequirementCount** is less than the number of sparse memory requirements available, at most **pSparseMemoryRequirementCount** structures will be written.

If the image was not created with **VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT** then **pSparseMemoryRequirementCount** will be set to zero and **pSparseMemoryRequirements** will not be written to.

**Note**

It is legal for an implementation to report a larger value in **VkMemoryRequirements::size** than would be obtained by adding together memory sizes for all **VkSparseImageMemoryRequirements** returned by **vkGetImageSparseMemoryRequirements**.
This may occur when the implementation requires unused padding in the address range describing the resource.

**Valid Usage (Implicit)**

- VUID-vkGetImageSparseMemoryRequirements-device-parameter
  
  *device must be a valid VkDevice handle*

- VUID-vkGetImageSparseMemoryRequirements-image-parameter
  
  *image must be a valid VkImage handle*

- VUID-vkGetImageSparseMemoryRequirements-pSparseMemoryRequirementCount-parameter
  
  *pSparseMemoryRequirementCount must be a valid pointer to a uint32_t value*

- VUID-vkGetImageSparseMemoryRequirements-pSparseMemoryRequirements-parameter
  
  If the value referenced by `pSparseMemoryRequirementCount` is not 0, and `pSparseMemoryRequirements` is not NULL, `pSparseMemoryRequirements` must be a valid pointer to an array of `pSparseMemoryRequirementCount` VkSparseImageMemoryRequirements structures

- VUID-vkGetImageSparseMemoryRequirements-image-parent
  
  *image must have been created, allocated, or retrieved from device*

To query sparse memory requirements for an image, call:

```c
// Provided by VK_VERSION_1_1
void vkGetImageSparseMemoryRequirements2(
    VkDevice device,
    const VkImageSparseMemoryRequirementsInfo2* pInfo,
    uint32_t* pSparseMemoryRequirementCount,
    VkSparseImageMemoryRequirements2* pSparseMemoryRequirements);
```

or the equivalent command

```c
// Provided by VK_KHR_get_memory_requirements2
void vkGetImageSparseMemoryRequirements2KHR(
    VkDevice device,
    const VkImageSparseMemoryRequirementsInfo2* pInfo,
    uint32_t* pSparseMemoryRequirementCount,
    VkSparseImageMemoryRequirements2* pSparseMemoryRequirements);
```

- *device* is the logical device that owns the image.
- *pInfo* is a pointer to a VkImageSparseMemoryRequirementsInfo2 structure containing parameters required for the memory requirements query.
- *pSparseMemoryRequirementCount* is a pointer to an integer related to the number of sparse memory requirements available or queried, as described below.
• **pSparseMemoryRequirements** is either **NULL** or a pointer to an array of **VkSparseImageMemoryRequirements2** structures.

### Valid Usage (Implicit)

- **VUID-vkGetImageSparseMemoryRequirements2-device-parameter**
  - *device** must be a valid **VkDevice** handle

- **VUID-vkGetImageSparseMemoryRequirements2-pInfo-parameter**
  - *pInfo** must be a valid pointer to a valid **VkImageSparseMemoryRequirementsInfo2** structure

- **VUID-vkGetImageSparseMemoryRequirements2-pSparseMemoryRequirementCount-parameter**
  - *pSparseMemoryRequirementCount** must be a valid pointer to a **uint32_t** value

- **VUID-vkGetImageSparseMemoryRequirements2-pSparseMemoryRequirements-parameter**
  - If the value referenced by *pSparseMemoryRequirementCount* is not 0, and *pSparseMemoryRequirements* is not NULL, *pSparseMemoryRequirements** must be a valid pointer to an array of **pSparseMemoryRequirementCount** **VkSparseImageMemoryRequirements2** structures

To determine the sparse memory requirements for an image resource without creating an object, call:

```
// Provided by VK_VERSION_1_3
void vkGetDeviceImageSparseMemoryRequirements(
    VkDevice device,
    const VkDeviceImageMemoryRequirements* pInfo,
    uint32_t* pSparseMemoryRequirementCount,
    VkSparseImageMemoryRequirements2* pSparseMemoryRequirements);
```

or the equivalent command

```
// Provided by VK_KHR_maintenance4
void vkGetDeviceImageSparseMemoryRequirementsKHR(
    VkDevice device,
    const VkDeviceImageMemoryRequirements* pInfo,
    uint32_t* pSparseMemoryRequirementCount,
    VkSparseImageMemoryRequirements2* pSparseMemoryRequirements);
```

- **device** is the logical device intended to own the image.
- **pInfo** is a pointer to a **VkDeviceImageMemoryRequirements** structure containing parameters required for the memory requirements query.
- **pSparseMemoryRequirementCount** is a pointer to an integer related to the number of sparse memory requirements available or queried, as described below.
pSparseMemoryRequirements is either NULL or a pointer to an array of VkSparseImageMemoryRequirements2 structures.

**Valid Usage (Implicit)**

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

- VUID-vkGetDeviceImageSparseMemoryRequirements-pInfo-parameter
pInfo must be a valid pointer to a valid VkDeviceImageMemoryRequirements structure

- VUID-vkGetDeviceImageSparseMemoryRequirements-pSparseMemoryRequirementCount-parameter
pSparseMemoryRequirementCount must be a valid pointer to a uint32_t value

- VUID-vkGetDeviceImageSparseMemoryRequirements-pSparseMemoryRequirements-parameter
If the value referenced by pSparseMemoryRequirementCount is not 0, and pSparseMemoryRequirements is not NULL, pSparseMemoryRequirements must be a valid pointer to an array of pSparseMemoryRequirementCount VkSparseImageMemoryRequirements2 structures

The VkImageSparseMemoryRequirementsInfo2 structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkImageSparseMemoryRequirementsInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkImage image;
} VkImageSparseMemoryRequirementsInfo2;
```

or the equivalent

```c
// Provided by VK_KHR_get_memory_requirements2
typedef VkImageSparseMemoryRequirementsInfo2 VkImageSparseMemoryRequirementsInfo2KHR;
```

- 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 (Implicit)**

- VUID-VkImageSparseMemoryRequirementsInfo2-sType-sType
sType must be VK_STRUCTURE_TYPE_IMAGE_SPARSE_MEMORY_REQUIREMENTS_INFO_2

- VUID-VkImageSparseMemoryRequirementsInfo2-pNext-pNext
pNext must be NULL
The \texttt{VkSparseImageMemoryRequirements2} structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkSparseImageMemoryRequirements2 {
    VkStructureType sType;
    void* pNext;
    VkSparseImageMemoryRequirements memoryRequirements;
} VkSparseImageMemoryRequirements2;
```

or the equivalent

```c
// Provided by VK_KHR_get_memory_requirements2
typedef VkSparseImageMemoryRequirements2 VkSparseImageMemoryRequirements2KHR;
```

- \texttt{sType} is a \texttt{VkStructureType} value identifying this structure.
- \texttt{pNext} is NULL or a pointer to a structure extending this structure.
- \texttt{memoryRequirements} is a \texttt{VkSparseImageMemoryRequirements} structure describing the memory requirements of the sparse image.

### Valid Usage (Implicit)

- VUID-VkSparseImageMemoryRequirements2-sType-sType \texttt{sType} must be \texttt{VK_STRUCTURE_TYPE_SPARSE_IMAGE_MEMORY_REQUIREMENTS_2}
- VUID-VkSparseImageMemoryRequirements2-pNext-pNext \texttt{pNext} must be NULL

### 29.7.6. Binding Resource Memory

Non-sparse resources are backed by a single physical allocation prior to device use (via \texttt{vkBindImageMemory} or \texttt{vkBindBufferMemory}), and their backing must not be changed. On the other hand, sparse resources can be bound to memory non-contiguously and these bindings can be altered during the lifetime of the resource.

**Note**

It is important to note that freeing a \texttt{VkDeviceMemory} object with \texttt{vkFreeMemory} will not cause resources (or resource regions) bound to the memory object to become unbound. Applications must not access resources bound to memory that has been freed.

Sparse memory bindings execute on a queue that includes the \texttt{VK_QUEUE_SPARSE_BINDING_BIT} bit.
Applications must use synchronization primitives to guarantee that other queues do not access ranges of memory concurrently with a binding change. Applications can access other ranges of the same resource while a bind operation is executing.

**Note**
Implementations must provide a guarantee that simultaneously binding sparse blocks while another queue accesses those same sparse blocks via a sparse resource must not access memory owned by another process or otherwise corrupt the system.

While some implementations may include VK_QUEUE_SPARSE_BINDING_BIT support in queue families that also include graphics and compute support, other implementations may only expose a VK_QUEUE_SPARSE_BINDING_BIT-only queue family. In either case, applications must use synchronization primitives to explicitly request any ordering dependencies between sparse memory binding operations and other graphics/compute/transfer operations, as sparse binding operations are not automatically ordered against command buffer execution, even within a single queue.

When binding memory explicitly for the VK_IMAGE_ASPECT_METADATA_BIT the application must use the VK_SPARSE_MEMORY_BIND_METADATA_BIT flag in the VkSparseMemoryBind::flags field when binding memory. Binding memory for metadata is done the same way as binding memory for the mip tail, with the addition of the VK_SPARSE_MEMORY_BIND_METADATA_BIT flag.

Binding the mip tail for any aspect must only be performed using VkSparseImageOpaqueMemoryBindInfo. If formatProperties.flags contains VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT, then it can be bound with a single VkSparseMemoryBind structure, with resourceOffset = imageMipTailOffset and size = imageMipTailSize.

If formatProperties.flags does not contain VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT then the offset for the mip tail in each array layer is given as:

```plaintext
arrayMipTailOffset = imageMipTailOffset + arrayLayer * imageMipTailStride;
```

and the mip tail can be bound with layerCount VkSparseMemoryBind structures, each using size = imageMipTailSize and resourceOffset = arrayMipTailOffset as defined above.

Sparse memory binding is handled by the following APIs and related data structures.

**Sparse Memory Binding Functions**

The VkSparseMemoryBind structure is defined as:
// Provided by VK_VERSION_1_0
typedef struct VkSparseMemoryBind {
    VkDeviceSize    resourceOffset;
    VkDeviceSize    size;
    VkDeviceMemory  memory;
    VkDeviceSize    memoryOffset;
    VkSparseMemoryBindFlags flags;
} VkSparseMemoryBind;

- resourceOffset is the offset into the resource.
- size is the size of the memory region to be bound.
- memory is the VkDeviceMemory object that the range of the resource is bound to. If memory is VK_NULL_HANDLE, the range is unbound.
- memoryOffset is the offset into the VkDeviceMemory object to bind the resource range to. If memory is VK_NULL_HANDLE, this value is ignored.
- flags is a bitmask of VkSparseMemoryBindFlagBits specifying usage of the binding operation.

The binding range \([\text{resourceOffset}, \text{resourceOffset} + \text{size}]\) has different constraints based on flags. If flags contains VK_SPARSE_MEMORY_BIND_METADATA_BIT, the binding range must be within the mip tail region of the metadata aspect. This metadata region is defined by:

\[
\text{metadataRegion} = [\text{base}, \text{base} + \text{imageMipTailSize}]
\]

\[
\text{base} = \text{imageMipTailOffset} + \text{imageMipTailStride} \times n
\]

and imageMipTailOffset, imageMipTailSize, and imageMipTailStride values are from the VkSparseImageMemoryRequirements corresponding to the metadata aspect of the image, and n is a valid array layer index for the image,

imageMipTailStride is considered to be zero for aspects where VkSparseImageMemoryRequirements::formatProperties.flags contains VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT.

If flags does not contain VK_SPARSE_MEMORY_BIND_METADATA_BIT, the binding range must be within the range \([0, \text{VkMemoryRequirements::size}]\).

### Valid Usage

- VUID-VkSparseMemoryBind-memory-01096
  If memory is not VK_NULL_HANDLE, memory and memoryOffset must match the memory requirements of the resource, as described in section Resource Memory Association

- VUID-VkSparseMemoryBind-resourceOffset-09491
  If the resource being bound is a VkBuffer, resourceOffset, memoryOffset and size must be an integer multiple of the alignment of the VkMemoryRequirements structure returned from a call to vkGetBufferMemoryRequirements with the buffer resource
If the resource being bound is a `VkImage`, `resourceOffset` and `memoryOffset` must be an integer multiple of the alignment of the `VkMemoryRequirements` structure returned from a call to `vkGetImageMemoryRequirements` with the image resource.

If `memory` is not `VK_NULL_HANDLE`, `memory` must not have been created with a memory type that reports `VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT` bit set.

`size` must be greater than 0.

`resourceOffset` must be less than the size of the resource.

`size` must be less than or equal to the size of the resource minus `resourceOffset`.

`memoryOffset` must be less than the size of `memory`.

`size` must be less than or equal to the size of `memory` minus `memoryOffset`.

If `memory` was created with `VkExportMemoryAllocateInfo::handleTypes` not equal to 0, at least one handle type it contained must also have been set in `VkExternalMemoryBufferCreateInfo::handleTypes` or `VkExternalMemoryImageCreateInfo::handleTypes` when the resource was created.

If `memory` was created by a memory import operation, the external handle type of the imported memory must also have been set in `VkExternalMemoryBufferCreateInfo::handleTypes` or `VkExternalMemoryImageCreateInfo::handleTypes` when the resource was created.

Valid Usage (Implicit)

- `memory` must be a valid `VkDeviceMemory` handle.
- `flags` must be a valid combination of `VkSparseMemoryBindFlagBits` values.

Bits which can be set in `VkSparseMemoryBind::flags`, specifying usage of a sparse memory binding operation, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSparseMemoryBindFlagBits {
    VK_SPARSE_MEMORY_BIND_METADATA_BIT = 0x00000001,
} VkSparseMemoryBindFlagBits;
```
**VK_SPARSE_MEMORY_BIND_METADATA_BIT** specifies that the memory being bound is only for the metadata aspect.

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

`VkSparseMemoryBindFlags` is a bitmask type for setting a mask of zero or more `VkSparseMemoryBindFlagBits`.

Memory is bound to `VkBuffer` objects created with the **VK_BUFFER_CREATE_SPARSE_BINDING_BIT** flag using the following structure:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSparseBufferMemoryBindInfo {
    VkBuffer buffer;
    uint32_t bindCount;
    const VkSparseMemoryBind* pBinds;
} VkSparseBufferMemoryBindInfo;
```

- **buffer** is the `VkBuffer` object to be bound.
- **bindCount** is the number of `VkSparseMemoryBind` structures in the `pBinds` array.
- **pBinds** is a pointer to an array of `VkSparseMemoryBind` structures.

**Valid Usage (Implicit)**

- VUID-VkSparseBufferMemoryBindInfo-buffer-parameter  
  buffer must be a valid `VkBuffer` handle

- VUID-VkSparseBufferMemoryBindInfo-pBinds-parameter  
  pBinds must be a valid pointer to an array of bindCount valid `VkSparseMemoryBind` structures

- VUID-VkSparseBufferMemoryBindInfo-bindCount-arraylength  
  bindCount must be greater than 0

Memory is bound to opaque regions of `VkImage` objects created with the **VK_IMAGE_CREATE_SPARSE_BINDING_BIT** flag using the following structure:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSparseImageOpaqueMemoryBindInfo {
    VkImage image;
    uint32_t bindCount;
    const VkSparseMemoryBind* pBinds;
} VkSparseImageOpaqueMemoryBindInfo;
```

- **image** is the `VkImage` object to be bound.
• **bindCount** is the number of **VkSparseMemoryBind** structures in the **pBinds** array.

• **pBinds** is a pointer to an array of **VkSparseMemoryBind** structures.

### Valid Usage

- **VUID-VkSparseImageOpaqueMemoryBindInfo-pBinds-01103**
  
  If the **flags** member of any element of **pBinds** contains **VK_SPARSE_MEMORY_BIND_METADATA_BIT**, the binding range defined **must** be within the mip tail region of the metadata aspect of **image**.

### Valid Usage (Implicit)

- **VUID-VkSparseImageOpaqueMemoryBindInfo-image-parameter**
  
  **image** **must** be a valid **VkImage** handle.

- **VUID-VkSparseImageOpaqueMemoryBindInfo-pBinds-parameter**
  
  **pBinds** **must** be a valid pointer to an array of **bindCount** valid **VkSparseMemoryBind** structures.

- **VUID-VkSparseImageOpaqueMemoryBindInfo-bindCount-arraylength**
  
  **bindCount** **must** be greater than 0.

### Note

This operation is normally used to bind memory to fully-resident sparse images or for mip tail regions of partially resident images. However, it **can** also be used to bind memory for the entire binding range of partially resident images.

In case **flags** does not contain **VK_SPARSE_MEMORY_BIND_METADATA_BIT**, the **resourceOffset** is in the range [0, **VkMemoryRequirements::size**). This range includes data from all aspects of the image, including metadata. For most implementations this will probably mean that the **resourceOffset** is a simple device address offset within the resource. It is possible for an application to bind a range of memory that includes both resource data and metadata. However, the application would not know what part of the image the memory is used for, or if any range is being used for metadata.

When **flags** contains **VK_SPARSE_MEMORY_BIND_METADATA_BIT**, the binding range specified **must** be within the mip tail region of the metadata aspect. In this case the **resourceOffset** is not **required** to be a simple device address offset within the resource. However, it is defined to be within [**imageMipTailOffset**, **imageMipTailOffset** + **imageMipTailSize**) for the metadata aspect. See **VkSparseMemoryBind** for the full constraints on binding region with this flag present.

Memory **can** be bound to sparse image blocks of **VkImage** objects created with the **VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT** flag using the following structure:
typedef struct VkSparseImageMemoryBindInfo {
    VkImage image;
    uint32_t bindCount;
    const VkSparseImageMemoryBind* pBinds;
} VkSparseImageMemoryBindInfo;

- **image** is the *VkImage* object to be bound
- **bindCount** is the number of *VkSparseImageMemoryBind* structures in *pBinds* array
- **pBinds** is a pointer to an array of *VkSparseImageMemoryBind* structures

### Valid Usage

- **VUID-VkSparseImageMemoryBindInfo-subresource-01722**
  The `subresource.mipLevel` member of each element of *pBinds* **must** be less than the `mipLevels` specified in `VkImageCreateInfo` when *image* was created

- **VUID-VkSparseImageMemoryBindInfo-subresource-01723**
  The `subresource.arrayLayer` member of each element of *pBinds* **must** be less than the `arrayLayers` specified in `VkImageCreateInfo` when *image* was created

- **VUID-VkSparseImageMemoryBindInfo-subresource-01106**
  The `subresource.aspectMask` member of each element of *pBinds* **must** be valid for the `format` specified in `VkImageCreateInfo` when *image* was created

- **VUID-VkSparseImageMemoryBindInfo-image-02901**
  *image* **must** have been created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set

### Valid Usage (Implicit)

- **VUID-VkSparseImageMemoryBindInfo-image-parameter**
  *image* **must** be a valid *VkImage* handle

- **VUID-VkSparseImageMemoryBindInfo-pBinds-parameter**
  *pBinds** **must** be a valid pointer to an array of *bindCount* valid *VkSparseImageMemoryBind* structures

- **VUID-VkSparseImageMemoryBindInfo-bindCount-arraylength**
  *bindCount** **must** be greater than 0

The *VkSparseImageMemoryBind* structure is defined as:
```c
typedef struct VkSparseImageMemoryBind {
    VkImageSubresource subresource;
    VkOffset3D offset;
    VkExtent3D extent;
    VkDeviceMemory memory;
    VkDeviceSize memoryOffset;
    VkSparseMemoryBindFlags flags;
} VkSparseImageMemoryBind;
```

- **subresource** is the image aspect and region of interest in the image.
- **offset** are the coordinates of the first texel within the image subresource to bind.
- **extent** is the size in texels of the region within the image subresource to bind. The extent **must** be a multiple of the sparse image block dimensions, except when binding sparse image blocks along the edge of an image subresource it can instead be such that any coordinate of **offset + extent** equals the corresponding dimensions of the image subresource.
- **memory** is the VkDeviceMemory object that the sparse image blocks of the image are bound to. If **memory** is VK_NULL_HANDLE, the sparse image blocks are unbound.
- **memoryOffset** is an offset into VkDeviceMemory object. If **memory** is VK_NULL_HANDLE, this value is ignored.
- **flags** are sparse memory binding flags.

### Valid Usage

- **VUID-VkSparseImageMemoryBind-memory-01104**
  If the sparseResidencyAliased feature is not enabled, and if any other resources are bound to ranges of **memory**, the range of **memory** being bound **must** not overlap with those bound ranges.

- **VUID-VkSparseImageMemoryBind-memory-01105**
  **memory** and **memoryOffset** **must** match the memory requirements of the calling command’s image, as described in section Resource Memory Association.

- **VUID-VkSparseImageMemoryBind-offset-01107**
  **offset.x** **must** be a multiple of the sparse image block width (VkSparseImageFormatProperties::imageGranularity.width) of the image.

- **VUID-VkSparseImageMemoryBind-extent-09388**
  **extent.width** **must** be greater than 0.

- **VUID-VkSparseImageMemoryBind-extent-01108**
  **extent.width** **must** either be a multiple of the sparse image block width of the image, or else (**extent.width + offset.x**) **must** equal the width of the image subresource.

- **VUID-VkSparseImageMemoryBind-offset-01109**
  **offset.y** **must** be a multiple of the sparse image block height (VkSparseImageFormatProperties::imageGranularity.height) of the image.
Valid Usage (Implicit)

- **VUID-VkSparseImageMemoryBind-subresource-parameter**
  subresource must be a valid VkImageSubresource structure

- **VUID-VkSparseImageMemoryBind-memory-parameter**
  If memory is not VK_NULL_HANDLE, memory must be a valid VkDeviceMemory handle

- **VUID-VkSparseImageMemoryBind-flags-parameter**
  flags must be a valid combination of VkSparseMemoryBindFlagBits values

To submit sparse binding operations to a queue, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkQueueBindSparse(
    VkQueue queue,
    uint32_t bindInfoCount,
    const VkBindSparseInfo* pBindInfo,
    VkFence fence);
```

- **queue** is the queue that the sparse binding operations will be submitted to.
- **bindInfoCount** is the number of elements in the pBindInfo array.
- `pBindInfo` is a pointer to an array of `VkBindSparseInfo` structures, each specifying a sparse binding submission batch.

- `fence` is an optional handle to a fence to be signaled. If `fence` is not `VK_NULL_HANDLE`, it defines a fence signal operation.

`vkQueueBindSparse` is a queue submission command, with each batch defined by an element of `pBindInfo` as a `VkBindSparseInfo` structure. Batches begin execution in the order they appear in `pBindInfo`, but may complete out of order.

Within a batch, a given range of a resource must not be bound more than once. Across batches, if a range is to be bound to one allocation and offset and then to another allocation and offset, then the application must guarantee (usually using semaphores) that the binding operations are executed in the correct order, as well as to order binding operations against the execution of command buffer submissions.

As no operation to `vkQueueBindSparse` causes any pipeline stage to access memory, synchronization primitives used in this command effectively only define execution dependencies.

Additional information about fence and semaphore operation is described in the synchronization chapter.

---

**Valid Usage**

- VUID-vkQueueBindSparse-fence-01113
  If `fence` is not `VK_NULL_HANDLE`, `fence` must be unsignaled

- VUID-vkQueueBindSparse-fence-01114
  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-vkQueueBindSparse-pSignalSemaphores-01115
  Each element of the `pSignalSemaphores` member of each element of `pBindInfo` must be unsignaled when the semaphore signal operation it defines is executed on the device

- VUID-vkQueueBindSparse-pWaitSemaphores-01116
  When a semaphore wait operation referring to a binary semaphore defined by any element of the `pWaitSemaphores` member of any element of `pBindInfo` executes on `queue`, there must be no other queues waiting on the same semaphore

- VUID-vkQueueBindSparse-pWaitSemaphores-03245
  All elements of the `pWaitSemaphores` member of all elements of `pBindInfo` referring to a semaphore 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

---

**Valid Usage (Implicit)**

- VUID-vkQueueBindSparse-queue-parameter
  `queue` must be a valid `VkQueue` handle
- **VUID-vkQueueBindSparse-pBindInfo-parameter**
  If `bindInfoCount` is not 0, `pBindInfo` must be a valid pointer to an array of `bindInfoCount` valid `VkBindSparseInfo` structures

- **VUID-vkQueueBindSparse-fence-parameter**
  If `fence` is not `VK_NULL_HANDLE`, `fence` must be a valid `VkFence` handle

- **VUID-vkQueueBindSparse-queuetype**
  The `queue` must support sparse binding operations

- **VUID-vkQueueBindSparse-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**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
<td>SPARSE_BINDING</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 `VkBindSparseInfo` structure is defined as:
typedef struct VkBindSparseInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreCount;
    const VkSemaphore* pWaitSemaphores;
    uint32_t bufferBindCount;
    const VkSparseBufferMemoryBindInfo* pBufferBinds;
    uint32_t imageOpaqueBindCount;
    const VkSparseImageOpaqueMemoryBindInfo* pImageOpaqueBinds;
    uint32_t imageBindCount;
    const VkSparseImageMemoryBindInfo* pImageBinds;
    uint32_t signalSemaphoreCount;
    const VkSemaphore* pSignalSemaphores;
} VkBindSparseInfo;

• **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
  sparse binding operations for the batch.

• **pWaitSemaphores** is a pointer to an array of semaphores upon which to wait on before the sparse
  binding operations for this batch begin execution. If semaphores to wait on are provided, they
  define a semaphore wait operation.

• **bufferBindCount** is the number of sparse buffer bindings to perform in the batch.

• **pBufferBinds** is a pointer to an array of VkSparseBufferMemoryBindInfo structures.

• **imageOpaqueBindCount** is the number of opaque sparse image bindings to perform.

• **pImageOpaqueBinds** is a pointer to an array of VkSparseImageOpaqueMemoryBindInfo structures,
  indicating opaque sparse image bindings to perform.

• **imageBindCount** is the number of sparse image bindings to perform.

• **pImageBinds** is a pointer to an array of VkSparseImageMemoryBindInfo structures, indicating
  sparse image bindings to perform.

• **signalSemaphoreCount** is the number of semaphores to be signaled once the sparse binding
  operations specified by the structure have completed execution.

• **pSignalSemaphores** is a pointer to an array of semaphores which will be signaled when the
  sparse binding operations for this batch have completed execution. If semaphores to be
  signaled are provided, they define a semaphore signal operation.

---

**Valid Usage**

- **VUID-VkBindSparseInfo-pWaitSemaphores-03246**

  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
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`.

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`.

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.

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 from the value of any outstanding semaphore wait or signal operation on that semaphore by more than `maxTimelineSemaphoreValueDifference`.

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 from the value of any outstanding semaphore wait or signal operation on that semaphore by more than `maxTimelineSemaphoreValueDifference`.

**Valid Usage (Implicit)**

- **sType** **must** be `VK_STRUCTURE_TYPE_BIND_SPARSE_INFO`.
- 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 `VkDeviceGroupBindSparseInfo`, `VkFrameBoundaryEXT`, or `VkTimelineSemaphoreSubmitInfo`.
- The `sType` value of each struct in the `pNext` chain **must** be unique.
- If `waitSemaphoreCount` is not 0, `pWaitSemaphores` **must** be a valid pointer to an array of `waitSemaphoreCount` valid `VkSemaphore` handles.
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 `VkBindSparseInfo` structure.

If the `pNext` chain of `VkBindSparseInfo` includes a `VkDeviceGroupBindSparseInfo` structure, then that structure includes device indices specifying which instance of the resources and memory are bound.

The `VkDeviceGroupBindSparseInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkDeviceGroupBindSparseInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t resourceDeviceIndex;
    uint32_t memoryDeviceIndex;
} VkDeviceGroupBindSparseInfo;
```

or the equivalent

```c
// Provided by VK_KHR_device_group
typedef VkDeviceGroupBindSparseInfo VkDeviceGroupBindSparseInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `resourceDeviceIndex` is a device index indicating which instance of the resource is bound.
- `memoryDeviceIndex` is a device index indicating which instance of the memory the resource
instance is bound to.

These device indices apply to all buffer and image memory binds included in the batch pointing to this structure. The semaphore waits and signals for the batch are executed only by the physical device specified by the `resourceDeviceIndex`.

If this structure is not present, `resourceDeviceIndex` and `memoryDeviceIndex` are assumed to be zero.

### Valid Usage

- VUID-VkDeviceGroupBindSparseInfo-resourceDeviceIndex-01118
  - `resourceDeviceIndex` and `memoryDeviceIndex` must both be valid device indices

- VUID-VkDeviceGroupBindSparseInfo-memoryDeviceIndex-01119
  - Each memory allocation bound in this batch must have allocated an instance for `memoryDeviceIndex`

### Valid Usage (Implicit)

- VUID-VkDeviceGroupBindSparseInfo-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_DEVICE_GROUP_BIND_SPARSE_INFO`
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.h* header file, or
• include *vulkan_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.
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. Android Platform

To create a VkSurfaceKHR object for an Android native window, call:

```c
// Provided by VK_KHR_android_surface
VkResult vkCreateAndroidSurfaceKHR(
    VkInstance instance,
    const VkAndroidSurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- `instance` is the instance to associate the surface with.
- `pCreateInfo` is a pointer to a VkAndroidSurfaceCreateInfoKHR 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.

During the lifetime of a surface created using a particular ANativeWindow handle any attempts to create another surface for the same ANativeWindow and any attempts to connect to the same ANativeWindow through other platform mechanisms will fail.

**Note**

In particular, only one VkSurfaceKHR can exist at a time for a given window. Similarly, a native window cannot be used by both a VkSurfaceKHR and EGLSurface simultaneously.

If successful, vkCreateAndroidSurfaceKHR increments the ANativeWindow’s reference count, and vkDestroySurfaceKHR will decrement it.

On Android, when a swapchain’s imageExtent does not match the surface’s currentExtent, the presentable images will be scaled to the surface’s dimensions during presentation. minImageExtent is (1,1), and maxImageExtent is the maximum image size supported by the consumer. For the system compositor, currentExtent is the window size (i.e. the consumer’s preferred size).

### Valid Usage (Implicit)

- VUID-vkCreateAndroidSurfaceKHR-instance-parameter instance must be a valid VkInstance handle
VUID-vkCreateAndroidSurfaceKHR-pCreateInfo-parameter

*pCreateInfo must be a valid pointer to a valid VkAndroidSurfaceCreateInfoKHR structure*

VUID-vkCreateAndroidSurfaceKHR-pAllocator-parameter

If *pAllocator* is not NULL, *pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure*

VUID-vkCreateAndroidSurfaceKHR-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
- VK_ERROR_NATIVE_WINDOW_IN_USE_KHR

The `VkAndroidSurfaceCreateInfoKHR` structure is defined as:

```
// Provided by VK_KHR_android_surface
typedef struct VkAndroidSurfaceCreateInfoKHR {
    VkStructureType sType;               
    const void* pNext;                   
    VkAndroidSurfaceCreateFlagsKHR flags;
    struct ANativeWindow* window;        
} VkAndroidSurfaceCreateInfoKHR;
```

- *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.*
- *window is a pointer to the ANativeWindow to associate the surface with.*

---

**Valid Usage**

- VUID-VkAndroidSurfaceCreateInfoKHR-window-01248
  *window must point to a valid Android ANativeWindow*

---

**Valid Usage (Implicit)**

- VUID-VkAndroidSurfaceCreateInfoKHR-sType-sType
  *sType must be VK_STRUCTURE_TYPE_ANDROID_SURFACE_CREATE_INFO_KHR*
To remove an unnecessary compile time dependency, an incomplete type definition of `ANativeWindow` is provided in the Vulkan headers:

```c
// Provided by VK_KHR_android_surface
struct ANativeWindow;
```

The actual `ANativeWindow` type is defined in Android NDK headers.

```c
// Provided by VK_KHR_android_surface
typedef VkFlags VkAndroidSurfaceCreateFlagsKHR;
```

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

### 30.2.2. Wayland Platform

To create a `VkSurfaceKHR` object for a Wayland surface, call:

```c
// Provided by VK_KHR_wayland_surface
VkResult vkCreateWaylandSurfaceKHR(
    VkInstance instance,
    const VkWaylandSurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- `instance` is the instance to associate the surface with.
- `pCreateInfo` is a pointer to a `VkWaylandSurfaceCreateInfoKHR` 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-vkCreateWaylandSurfaceKHR-instance-parameter
  `instance` must be a valid `VkInstance` handle
- VUID-vkCreateWaylandSurfaceKHR-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkWaylandSurfaceCreateInfoKHR` structure
• VUID-vkCreateWaylandSurfaceKHR-pAllocator-parameter
If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

• VUID-vkCreateWaylandSurfaceKHR-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 `VkWaylandSurfaceCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_wayland_surface
typedef struct VkWaylandSurfaceCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkWaylandSurfaceCreateFlagsKHR flags;
    struct wl_display* display;
    struct wl_surface* surface;
} VkWaylandSurfaceCreateInfoKHR;
```

- `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.
- `display` and `surface` are pointers to the Wayland `wl_display` and `wl_surface` to associate the surface with.

## Valid Usage

- VUID-VkWaylandSurfaceCreateInfoKHR-display-01304
  `display` must point to a valid Wayland `wl_display`

- VUID-VkWaylandSurfaceCreateInfoKHR-surface-01305
  `surface` must point to a valid Wayland `wl_surface`

## Valid Usage (Implicit)

- VUID-VkWaylandSurfaceCreateInfoKHR-sType-sType


**sType must be VK_STRUCTURE_TYPE_WAYLAND_SURFACE_CREATE_INFO_KHR**

- VUID-VkWaylandSurfaceCreateInfoKHR-pNext-pNext
  - pNext must be NULL

- VUID-VkWaylandSurfaceCreateInfoKHR-flags-zerobitmask
  - flags must be 0

On Wayland, `currentExtent` is the special value (0xFFFFFFFF, 0xFFFFFFFF), indicating that the surface size will be determined by the extent of a swapchain targeting the surface. Whatever the application sets a swapchain’s `imageExtent` to will be the size of the window, after the first image is presented. `minImageExtent` is (1,1), and `maxImageExtent` is the maximum supported surface size. Any calls to `vkGetPhysicalDeviceSurfacePresentModesKHR` on a surface created with `vkCreateWaylandSurfaceKHR` are **required** to return `VK_PRESENT_MODE_MAILBOX_KHR` as one of the valid present modes.

Some Vulkan functions may send protocol over the specified `wl_display` connection when using a swapchain or presentable images created from a `VkSurfaceKHR` referring to a `wl_surface`. Applications must therefore ensure that both the `wl_display` and the `wl_surface` remain valid for the lifetime of any `VkSwapchainKHR` objects created from a particular `wl_display` and `wl_surface`. Also, calling `vkQueuePresentKHR` will result in Vulkan sending `wl_surface.commit` requests to the underlying `wl_surface` of each The `wl_surface.attach`, `wl_surface.damage`, and `wl_surface.commit` requests must be issued by the implementation during the call to `vkQueuePresentKHR` and must not be issued by the implementation outside of `vkQueuePresentKHR`. This ensures that any Wayland requests sent by the client after the call to `vkQueuePresentKHR` returns will be received by the compositor after the `wl_surface.commit`. Regardless of the mode of swapchain creation, a new `wl_event_queue` must be created for each successful `vkCreateWaylandSurfaceKHR` call, and every Wayland object created by the implementation must be assigned to this event queue. If the platform provides Wayland 1.11 or greater, this must be implemented by the use of Wayland proxy object wrappers, to avoid race conditions.

If the application wishes to synchronize any window changes with a particular frame, such requests must be sent to the Wayland display server prior to calling `vkQueuePresentKHR`.

```c
// Provided by VK_KHR_wayland_surface
typedef VkFlags VkWaylandSurfaceCreateFlagsKHR;
```

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

### 30.2.3. Win32 Platform

To create a `VkSurfaceKHR` object for a Win32 window, call:
// Provided by VK_KHR_win32_surface

```c
VkResult vkCreateWin32SurfaceKHR(
    VkInstance instance,
    const VkWin32SurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- `instance` is the instance to associate the surface with.
- `pCreateInfo` is a pointer to a `VkWin32SurfaceCreateInfoKHR` 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-vkCreateWin32SurfaceKHR-instance-parameter
  
  `instance` must be a valid `VkInstance` handle

- VUID-vkCreateWin32SurfaceKHR-pCreateInfo-parameter
  
  `pCreateInfo` must be a valid pointer to a valid `VkWin32SurfaceCreateInfoKHR` structure

- VUID-vkCreateWin32SurfaceKHR-pAllocator-parameter
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- VUID-vkCreateWin32SurfaceKHR-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`

Some Vulkan functions may call the `SendMessage` system API when interacting with a `VkSurfaceKHR` through a `VkSwapchainKHR`. In a multithreaded environment, calling `SendMessage` from a thread that is not the thread associated with `pCreateInfo::hwnd` will block until the application has processed the window message. Thus, applications should either call these Vulkan functions on the message pump thread, or make sure their message pump is actively running. Failing to do so may result in deadlocks.

The functions subject to this requirement are:
• `vkCreateSwapchainKHR`
• `vkDestroySwapchainKHR`
• `vkAcquireNextImageKHR` and `vkAcquireNextImage2KHR`
• `vkQueuePresentKHR`
• `vkSetHdrMetadataEXT`

The `VkWin32SurfaceCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_win32_surface
typedef struct VkWin32SurfaceCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkWin32SurfaceCreateFlagsKHR flags;
    HINSTANCE hinstance;
    HWND hwnd;
} VkWin32SurfaceCreateInfoKHR;
```

- `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.
- `hinstance` is the Win32 `HINSTANCE` for the window to associate the surface with.
- `hwnd` is the Win32 `HWND` for the window to associate the surface with.

Valid Usage:

- VUID-VkWin32SurfaceCreateInfoKHR-hinstance-01307  
  `hinstance` must be a valid Win32 `HINSTANCE`

- VUID-VkWin32SurfaceCreateInfoKHR-hwnd-01308  
  `hwnd` must be a valid Win32 `HWND`

Valid Usage (Implicit):

- VUID-VkWin32SurfaceCreateInfoKHR-sType-sType  
  `sType` must be `VK_STRUCTURE_TYPE_WIN32_SURFACE_CREATE_INFO_KHR`

- VUID-VkWin32SurfaceCreateInfoKHR-pNext-pNext  
  `pNext` must be `NULL`

- VUID-VkWin32SurfaceCreateInfoKHR-flags-zerobitmask  
  `flags` must be `0`

With Win32, `minImageExtent`, `maxImageExtent`, and `currentExtent` must always equal the window size.

The `currentExtent` of a Win32 surface must have both `width` and `height` greater than 0, or both of
them 0.

Note
Due to above restrictions, it is only possible to create a new swapchain on this platform with `imageExtent` being equal to the current size of the window, as reported in `VkSurfaceCapabilitiesKHR::currentExtent`.

The window size may become (0, 0) on this platform (e.g. when the window is minimized), and so a swapchain cannot be created until the size changes.

```c
// Provided by VK_KHR_win32_surface
typedef VkFlags VkWin32SurfaceCreateFlagsKHR;
```

`VkWin32SurfaceCreateFlagsKHR` is a bitmask type for setting a mask, but is currently reserved for future use.

### 30.2.4. XCB Platform

To create a `VkSurfaceKHR` object for an X11 window, using the XCB client-side library, call:

```c
// Provided by VK_KHR_xcb_surface
VkResult vkCreateXcbSurfaceKHR(
    VkInstance instance,
    const VkXcbSurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- `instance` is the instance to associate the surface with.
- `pCreateInfo` is a pointer to a `VkXcbSurfaceCreateInfoKHR` 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-vkCreateXcbSurfaceKHR-instance-parameter
  - `instance` must be a valid `VkInstance` handle
- VUID-vkCreateXcbSurfaceKHR-pCreateInfo-parameter
  - `pCreateInfo` must be a valid pointer to a valid `VkXcbSurfaceCreateInfoKHR` structure
- VUID-vkCreateXcbSurfaceKHR-pAllocator-parameter
  - If `pAllocator` is not NULL, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
- VUID-vkCreateXcbSurfaceKHR-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 **VkXcbSurfaceCreateInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_xcb_surface
typedef struct VkXcbSurfaceCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkXcbSurfaceCreateFlagsKHR flags;
    xcb_connection_t* connection;
    xcb_window_t window;
} VkXcbSurfaceCreateInfoKHR;
```

- **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.
- **connection** is a pointer to an **xcb_connection_t** to the X server.
- **window** is the **xcb_window_t** for the X11 window to associate the surface with.

---

**Valid Usage**

- VUID-VkXcbSurfaceCreateInfoKHR-connection-01310
  connection **must** point to a valid X11 **xcb_connection_t**

- VUID-VkXcbSurfaceCreateInfoKHR-window-01311
  window **must** be a valid X11 **xcb_window_t**

---

**Valid Usage (Implicit)**

- VUID-VkXcbSurfaceCreateInfoKHR-sType-sType
  sType **must** be **VK_STRUCTURE_TYPE_XCB_SURFACE_CREATE_INFO_KHR**

- VUID-VkXcbSurfaceCreateInfoKHR-pNext-pNext
  pNext **must** be **NULL**
With Xcb, `minImageExtent`, `maxImageExtent`, and `currentExtent` must always equal the window size.

The `currentExtent` of an Xcb surface must have both `width` and `height` greater than 0, or both of them 0.

**Note**

Due to above restrictions, it is only possible to create a new swapchain on this platform with `imageExtent` being equal to the current size of the window, as reported in `VkSurfaceCapabilitiesKHR::currentExtent`.

The window size may become (0, 0) on this platform (e.g., when the window is minimized), and so a swapchain cannot be created until the size changes.

Some Vulkan functions may send protocol over the specified xcb connection when using a swapchain or presentable images created from a `VkSurfaceKHR` referring to an xcb window. Applications must therefore ensure the xcb connection is available to Vulkan for the duration of any functions that manipulate such swapchains or their presentable images, and any functions that build or queue command buffers that operate on such presentable images. Specifically, applications using Vulkan with xcb-based swapchains must

- Avoid holding a server grab on an xcb connection while waiting for Vulkan operations to complete using a swapchain derived from a different xcb connection referring to the same X server instance. Failing to do so may result in deadlock.

```c
// Provided by VK_KHR_xcb_surface
typedef VkFlags VkXcbSurfaceCreateFlagsKHR;
```

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

### 30.2.5. Xlib Platform

To create a `VkSurfaceKHR` object for an X11 window, using the Xlib client-side library, call:

```c
// Provided by VK_KHR_xlib_surface
VkResult vkCreateXlibSurfaceKHR(
    VkInstance instance,
    const VkXlibSurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- `instance` is the instance to associate the surface with.
- `pCreateInfo` is a pointer to a `VkXlibSurfaceCreateInfoKHR` structure containing the 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-vkCreateXlibSurfaceKHR-instance-parameter
  *instance* must be a valid `VkInstance` handle
- VUID-vkCreateXlibSurfaceKHR-pCreateInfo-parameter
  *pCreateInfo* must be a valid pointer to a valid `VkXlibSurfaceCreateInfoKHR` structure
- VUID-vkCreateXlibSurfaceKHR-pAllocator-parameter
  If *pAllocator* is not NULL, *pAllocator* must be a valid pointer to a valid `VkAllocationCallbacks` structure
- VUID-vkCreateXlibSurfaceKHR-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 `VkXlibSurfaceCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_xlib_surface
typedef struct VkXlibSurfaceCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkXlibSurfaceCreateFlagsKHR flags;
    Display* dpy;
    Window window;
} VkXlibSurfaceCreateInfoKHR;
```

- **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.
- **dpy** is a pointer to an Xlib Display connection to the X server.
- **window** is an Xlib Window to associate the surface with.
Valid Usage

- VUID-VkXlibSurfaceCreateInfoKHR-dpy-01313
dpy must point to a valid Xlib Display

- VUID-VkXlibSurfaceCreateInfoKHR-window-01314
window must be a valid Xlib Window

Valid Usage (Implicit)

- VUID-VkXlibSurfaceCreateInfoKHR-sType-sType
sType must be VK_STRUCTURE_TYPE_XLIB_SURFACE_CREATE_INFO_KHR

- VUID-VkXlibSurfaceCreateInfoKHR-pNext-pNext
pNext must be NULL

- VUID-VkXlibSurfaceCreateInfoKHR-flags-zerobitmask
flags must be 0

With Xlib, minImageExtent, maxImageExtent, and currentExtent must always equal the window size.

The currentExtent of an Xlib surface must have both width and height greater than 0, or both of them 0.

Note

Due to above restrictions, it is only possible to create a new swapchain on this platform with imageExtent being equal to the current size of the window, as reported in VkSurfaceCapabilitiesKHR::currentExtent.

The window size may become (0, 0) on this platform (e.g. when the window is minimized), and so a swapchain cannot be created until the size changes.

Some Vulkan functions may send protocol over the specified Xlib Display connection when using a swapchain or presentable images created from a VkSurfaceKHR referring to an Xlib window. Applications must therefore ensure the display connection is available to Vulkan for the duration of any functions that manipulate such swapchains or their presentable images, and any functions that build or queue command buffers that operate on such presentable images. Specifically, applications using Vulkan with Xlib-based swapchains must

- Avoid holding a server grab on a display connection while waiting for Vulkan operations to complete using a swapchain derived from a different display connection referring to the same X server instance. Failing to do so may result in deadlock.

Some implementations may require threads to implement some presentation modes so applications must call XInitThreads() before calling any other Xlib functions.
VkXlibSurfaceCreateFlagsKHR is a bitmask type for setting a mask, but is currently reserved for future use.

### 30.2.6. 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,  // instance is the instance used to create the surface.
    VkSurfaceKHR surface,  // surface is the surface to destroy.
    const VkAllocationCallbacks* pAllocator);  // 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

- **VUID-vkDestroySurfaceKHR-surface-01266**
  All `VkSwapchainKHR` objects created for `surface` must have been destroyed prior to destroying `surface`.

- **VUID-vkDestroySurfaceKHR-surface-01267**
  If `VkAllocationCallbacks` were provided when `surface` was created, a compatible set of callbacks must be provided here.

- **VUID-vkDestroySurfaceKHR-surface-01268**
  If no `VkAllocationCallbacks` were provided when `surface` was created, `pAllocator` must be `NULL`. 
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-parameter**
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- **VUID-vkDestroySurfaceKHR-surface-parent**
  If surface is a valid handle, it must have been created, allocated, or retrieved from instance

Host Synchronization

- Host access to surface must be externally synchronized

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.

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-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 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
// Provided by VK_KHR_display
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** 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.
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
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:

```c
// 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.

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`
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.

### 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

```c
// Provided by VK_KHR_display
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.

**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

**Return Codes**

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

Additional properties of displays are queried using specialized query functions.

**Display Modes**

Display modes are represented by `VkDisplayModeKHR` handles:
Each display has one or more supported modes associated with it by default. These built-in modes are queried by calling:

```cpp
// Provided by VK_KHR_display
VkResult vkGetDisplayModePropertiesKHR(
    VkPhysicalDevice physicalDevice,
    VkDisplayKHR display,
    uint32_t* pPropertyCount,
    VkDisplayModePropertiesKHR* 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 **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.

### 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,         physicalDevice,
    VkDisplayKHR display,                    display,
    uint32_t* pPropertyCount,                pPropertyCount,
    VkDisplayModeProperties2KHR* pProperties); 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.

**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
- VK_INCOMPLETE

**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

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,           physicalDevice,
    VkDisplayKHR display,                      display,
    const VkDisplayModeCreateInfoKHR* pCreateInfo, pCreateInfo,
    const VkAllocationCallbacks* pAllocator,   pAllocator,
    VkDisplayModeKHR* pMode);                 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.

---

### 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-parameter**
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- **VUID-vkCreateDisplayModeKHR-pMode-parameter**
  
  `pMode` must be a valid pointer to a `VkDisplayModeKHR` handle

- **VUID-vkCreateDisplayModeKHR-display-parent**
  
  `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:
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`

- VUID-VkDisplayModeCreateInfoKHR-parameters-parameter
  `parameters` **must** be a valid `VkDisplayModeParametersKHR` structure

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.

### 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 **minDstPosition**, **maxDstPosition**, **minDstExtent**, and **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 **minSrcPosition**, **maxSrcPosition**, **minDstPosition**, and **maxDstPosition**, and (display mode width, display mode height) for **minSrcExtent**, **maxSrcExtent**, **minDstExtent**, and **maxDstExtent**.

The value **supportedAlpha** must contain at least one valid **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 **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:
// Provided by VK_KHR_get_display_properties2
VkResult vkGetDisplayPlaneCapabilities2KHR(
    VkPhysicalDevice physicalDevice,
    const VkDisplayPlaneInfo2KHR* pDisplayPlaneInfo,
    VkDisplayPlaneCapabilities2KHR* pCapabilities);

• **physicalDevice** is the physical device associated with **pDisplayPlaneInfo**.
• **pDisplayPlaneInfo** is a pointer to a **VkDisplayPlaneInfo2KHR** structure describing the plane and mode.
• **pCapabilities** is a pointer to a **VkDisplayPlaneCapabilities2KHR** structure in which the capabilities are returned.

**vkGetDisplayPlaneCapabilities2KHR** behaves similarly to **vkGetDisplayPlaneCapabilitiesKHR**, with the ability to specify extended inputs via chained input structures, and to return extended information via chained output structures.

### Valid Usage (Implicit)

- VUID-vkGetDisplayPlaneCapabilities2KHR-physicalDevice-parameter **physicalDevice** must be a valid **VkPhysicalDevice** handle
- VUID-vkGetDisplayPlaneCapabilities2KHR-pDisplayPlaneInfo-parameter **pDisplayPlaneInfo** must be a valid pointer to a valid **VkDisplayPlaneInfo2KHR** structure
- VUID-vkGetDisplayPlaneCapabilities2KHR-pCapabilities-parameter **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:

// 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`

---

1733
30.3.2. 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-parameter**
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- **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
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.

---

```c
// 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:

```c
// 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.

```c
// Provided by VK_KHR_display
typedef VkFlags VkDisplayPlaneAlphaFlagsKHR;
```

`VkDisplayPlaneAlphaFlagsKHR` is a bitmask type for setting a mask of zero or more `VkDisplayPlaneAlphaFlagBitsKHR`.

### 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:
// 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.

### 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 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**
30.4.1. Android Platform

On Android, all physical devices and queue families must be capable of presentation with any native window. As a result there is no Android-specific query for these capabilities.

30.4.2. Wayland Platform

To determine whether a queue family of a physical device supports presentation to a Wayland compositor, call:

```c
// Provided by VK_KHR_wayland_surface
VkBool32 vkGetPhysicalDeviceWaylandPresentationSupportKHR(
    VkPhysicalDevice physicalDevice,    // Provided by VK_KHR_wayland_surface
    uint32_t queueFamilyIndex,         // Provided by VK_KHR_wayland_surface
    struct wl_display* display);      // Provided by VK_KHR_wayland_surface
```

- `physicalDevice` is the physical device.
- `queueFamilyIndex` is the queue family index.
- `display` is a pointer to the `wl_display` associated with a Wayland compositor.

This platform-specific function can be called prior to creating a surface.

Valid Usage

- VUID-vkGetPhysicalDeviceWaylandPresentationSupportKHR-queueFamilyIndex-01306
  queueFamilyIndex must be less than `pQueueFamilyPropertyCount` returned by `vkGetPhysicalDeviceQueueFamilyProperties` for the given `physicalDevice`

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceWaylandPresentationSupportKHR-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceWaylandPresentationSupportKHR-display-parameter
  `display` must be a valid pointer to a `wl_display` value

30.4.3. Win32 Platform

To determine whether a queue family of a physical device supports presentation to the Microsoft Windows desktop, call:
// Provided by VK_KHR_win32_surface
VkBool32 vkGetPhysicalDeviceWin32PresentationSupportKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t queueFamilyIndex);

• physicalDevice is the physical device.
• queueFamilyIndex is the queue family index.

This platform-specific function can be called prior to creating a surface.

Valid Usage
• VUID-vkGetPhysicalDeviceWin32PresentationSupportKHR-queueFamilyIndex-01309
  queueFamilyIndex must be less than pQueueFamilyPropertyCount returned by
  vkGetPhysicalDeviceQueueFamilyProperties for the given physicalDevice

Valid Usage (Implicit)
• VUID-vkGetPhysicalDeviceWin32PresentationSupportKHR-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle

30.4.4. XCB Platform

To determine whether a queue family of a physical device supports presentation to an X11 server, using the XCB client-side library, call:

// Provided by VK_KHR_xcb_surface
VkBool32 vkGetPhysicalDeviceXcbPresentationSupportKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t queueFamilyIndex,
    xcb_connection_t* connection,
    xcb_visualid_t visual_id);

• physicalDevice is the physical device.
• queueFamilyIndex is the queue family index.
• connection is a pointer to an xcb_connection_t to the X server.
• visual_id is an X11 visual (xcb_visualid_t).

This platform-specific function can be called prior to creating a surface.

Valid Usage
• VUID-vkGetPhysicalDeviceXcbPresentationSupportKHR-queueFamilyIndex-01312
queueFamilyIndex must be less than pQueueFamilyPropertyCount returned by vkGetPhysicalDeviceQueueFamilyProperties for the given physicalDevice

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceXcbPresentationSupportKHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceXcbPresentationSupportKHR-connection-parameter connection must be a valid pointer to an xcb_connection_t value

30.4.5. Xlib Platform

To determine whether a queue family of a physical device supports presentation to an X11 server, using the Xlib client-side library, call:

```c
#define VK_KHR_XLIB_SURFACE

// Provided by VK_KHR_xlib_surface

VkBool32 vkGetPhysicalDeviceXlibPresentationSupportKHR(  
    VkPhysicalDevice physicalDevice,  
    uint32_t queueFamilyIndex,  
    Display* dpy,  
    VisualID visualID);
```

- `physicalDevice` is the physical device.
- `queueFamilyIndex` is the queue family index.
- `dpy` is a pointer to an Xlib `Display` connection to the server.
- `visualID` is an X11 visual (`VisualID`).

This platform-specific function can be called prior to creating a surface.

Valid Usage

- VUID-vkGetPhysicalDeviceXlibPresentationSupportKHR-queueFamilyIndex-01315 queueFamilyIndex must be less than pQueueFamilyPropertyCount returned by vkGetPhysicalDeviceQueueFamilyProperties for the given physicalDevice

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceXlibPresentationSupportKHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceXlibPresentationSupportKHR-dpy-parameter dpy must be a valid pointer to a Display value
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.

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`. 

1744
• `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.

### 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:
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:

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
  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 VkSharedPresentSurfaceCapabilitiesKHR or VkSurfaceProtectedCapabilitiesKHR

- VUID-VkSurfaceCapabilities2KHR-sType-unique
  The sType value of each struct in the pNext chain must be unique

An application queries if a protected VkSurfaceKHR is displayable on a specific windowing system using VkSurfaceProtectedCapabilitiesKHR, which can be passed in pNext parameter of VkSurfaceCapabilities2KHR.

The VkSurfaceProtectedCapabilitiesKHR structure is defined as:

```c
// Provided by VK_KHR_surface_protected_capabilities
typedef struct VkSurfaceProtectedCapabilitiesKHR {
    VkStructureType   sType;
    const void*       pNext;
    VkBool32          supportsProtected;
} VkSurfaceProtectedCapabilitiesKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- supportsProtected specifies whether a protected swapchain created from VkPhysicalDeviceSurfaceInfo2KHR::surface for a particular windowing system can be displayed on screen or not. If supportsProtected is VK_TRUE, then creation of swapchains with the VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR flag set must be supported for surface.

Valid Usage (Implicit)

- VUID-VkSurfaceProtectedCapabilitiesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_SURFACE_PROTECTED_CAPABILITIES_KHR

The VkSharedPresentSurfaceCapabilitiesKHR structure is defined as:
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`

Bits which may be set in `VkSurfaceCapabilitiesKHR::supportedTransforms` indicating the presentation transforms supported for the surface on the specified device, and possible values of `VkSurfaceCapabilitiesKHR::currentTransform` indicating the surface’s current transform relative to the presentation engine’s natural orientation, are:

```
// 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.
clockwise.

- \texttt{VK\_SURFACE\_TRANSFORM\_ROTATE\_270\_BIT\_KHR} specifies that image content is rotated 270 degrees clockwise.

- \texttt{VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_BIT\_KHR} specifies that image content is mirrored horizontally.

- \texttt{VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_ROTATE\_90\_BIT\_KHR} specifies that image content is mirrored horizontally, then rotated 90 degrees clockwise.

- \texttt{VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_ROTATE\_180\_BIT\_KHR} specifies that image content is mirrored horizontally, then rotated 180 degrees clockwise.

- \texttt{VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_ROTATE\_270\_BIT\_KHR} specifies that image content is mirrored horizontally, then rotated 270 degrees clockwise.

- \texttt{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;
```

\texttt{VkSurfaceTransformFlagsKHR} is a bitmask type for setting a mask of zero or more \texttt{VkSurfaceTransformFlagBitsKHR}.

The \texttt{supportedCompositeAlpha} member is of type \texttt{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:

- \texttt{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.

- \texttt{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.

- \texttt{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.

- \texttt{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.
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_OF_DEVICE_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.

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.

Valid Usage (Implicit)

- VUID-VkSurfaceFormat2KHR-sType-sType
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:

```c
// Provided by VK_KHR_surface
typedef enum VkColorSpaceKHR {
    VK_COLOR_SPACE_SRGB_NONLINEAR_KHR = 0,
    VK_COLORSPACE_SRGB_NONLINEAR_KHR = VK_COLOR_SPACE_SRGB_NONLINEAR_KHR,
} VkColorSpaceKHR;
```

- `VK_COLOR_SPACE_SRGB_NONLINEAR_KHR` specifies support for the sRGB color space.

### 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.

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

• VK_ERROR_OUT_OF_DEVICE_MEMORY

• VK_ERROR_SURFACE_LOST_KHR

Possible values of elements of the vkGetPhysicalDeviceSurfacePresentModesKHR::pPresentModes array, indicating the supported presentation modes for a surface, are:
// 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 38. 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
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with VK_KHR_surface
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.

### 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, VK_KHR_device_group with VK_KHR_surface
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_MAX_DEVICE_GROUP_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
\texttt{VkDeviceGroupPresentInfoKHR::mode}.

If a device group only includes a single physical device, then \texttt{modes} must equal \texttt{VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR}.

\textbf{Valid Usage (Implicit)}

- \texttt{VUID-VkDeviceGroupPresentCapabilitiesKHR-sType-sType} \texttt{sType} must be \texttt{VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR}
- \texttt{VUID-VkDeviceGroupPresentCapabilitiesKHR-pNext-pNext} \texttt{pNext} must be \texttt{NULL}

Bits which may be set in \texttt{VkDeviceGroupPresentCapabilitiesKHR::modes}, indicating which device group presentation modes are supported, are:

\begin{verbatim}
typedef enum VkDeviceGroupPresentModeFlagBitsKHR {
    VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR = 0x00000001,
    VK_DEVICE_GROUP_PRESENT_MODE_REMOTE_BIT_KHR = 0x00000002,
    VK_DEVICE_GROUP_PRESENT_MODE_SUM_BIT_KHR = 0x00000004,
    VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR = 0x00000008,
} VkDeviceGroupPresentModeFlagBitsKHR;
\end{verbatim}

- \texttt{VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR} specifies that any physical device with a presentation engine can present its own swapchain images.
- \texttt{VK_DEVICE_GROUP_PRESENT_MODE_REMOTE_BIT_KHR} specifies that any physical device with a presentation engine can present swapchain images from any physical device in its \texttt{presentMask}.
- \texttt{VK_DEVICE_GROUP_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 \texttt{presentMask}.
- \texttt{VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR} specifies that multiple physical devices with a presentation engine can each present their own swapchain images.

\begin{verbatim}
typedef VkFlags VkDeviceGroupPresentModeFlagsKHR;
\end{verbatim}

\texttt{VkDeviceGroupPresentModeFlagsKHR} is a bitmask type for setting a mask of zero or more \texttt{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:
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with VK_KHR_surface

```c
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`.

### 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_MULTIDEVICE_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:

```
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with VK_KHR_surface
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.
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. Present Wait

Applications wanting to control the pacing of the application by monitoring when presentation
processes have completed to limit the number of outstanding images queued for presentation, need to have a method of being signaled during the presentation process.

Providing a mechanism which allows applications to block, waiting for a specific step of the presentation process to complete allows them to control the amount of outstanding work (and hence the potential lag in responding to user input or changes in the rendering environment).

The `VK_KHR_present_wait` extension allows applications to tell the presentation engine at the `vkQueuePresentKHR` call that it plans on waiting for presentation by passing a `VkPresentIdKHR` structure. The `presentId` passed in that structure may then be passed to a future `vkWaitForPresentKHR` call to cause the application to block until that presentation is finished.

### 30.8. 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:
VkResult vkGetSwapchainStatusKHR(VkDevice device, VkSwapchainKHR swapchain);

- `device` is the device associated with `swapchain`.
- `swapchain` is the swapchain to query.

**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:

```c
// Provided by VK_KHR_swapchain
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>VkImageCreateInfo Field</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>flags</td>
<td>VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT is set if VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR is set</td>
</tr>
<tr>
<td></td>
<td>VK_IMAGE_CREATE_PROTECTED_BIT is set if VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR is set</td>
</tr>
<tr>
<td></td>
<td>VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT and VK_IMAGE_CREATE_EXTENDED_USAGE_BIT_KHR are both set if VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR is set</td>
</tr>
<tr>
<td></td>
<td>all other bits are unset</td>
</tr>
<tr>
<td>imageType</td>
<td>VK_IMAGE_TYPE_2D</td>
</tr>
<tr>
<td>format</td>
<td>pCreateInfo-&gt;imageFormat</td>
</tr>
<tr>
<td>extent</td>
<td>{pCreateInfo-&gt;imageExtent.width, pCreateInfo-&gt;imageExtent.height, 1}</td>
</tr>
<tr>
<td>mipLevels</td>
<td>1</td>
</tr>
<tr>
<td>arrayLayers</td>
<td>pCreateInfo-&gt;imageArrayLayers</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 `oldSwapchain` is `VK_NULL_HANDLE`, and 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. The `VkSwapchainKHR` is a child of the `device`, and **must** be destroyed before the `device`. 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.
Valid Usage (Implicit)

- **VUID-vkCreateSwapchainKHR-device-parameter**
  device must be a valid VkDevice handle

- **VUID-vkCreateSwapchainKHR-pCreateInfo-parameter**
  pCreateInfo must be a valid pointer to a valid VkSwapchainCreateInfoKHR structure

- **VUID-vkCreateSwapchainKHR-pAllocator-parameter**
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- **VUID-vkCreateSwapchainKHR-pSwapchain-parameter**
  pSwapchain must be a valid pointer to a VkSwapchainKHR handle

Host Synchronization

- Host access to pCreateInfo->surface must be externally synchronized
- Host access to pCreateInfo->oldSwapchain 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`.

• **pQueueFamilyIndices** 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** is `VK_NULL_HANDLE`, or the existing non-retired swapchain currently associated with `surface`. Providing a valid `oldSwapchain` may aid in the resource reuse, and also allows the application to still present any images that are already acquired from it.

Upon calling `vkCreateSwapchainKHR` with an `oldSwapchain` that is not `VK_NULL_HANDLE`, `oldSwapchain` is retired — even if creation of the new swapchain fails. The new swapchain is created in the non-retired state whether or not `oldSwapchain` is `VK_NULL_HANDLE`.

Upon calling `vkCreateSwapchainKHR` with an `oldSwapchain` that is not `VK_NULL_HANDLE`, any images
from oldSwapchain that are not acquired by the application may be freed by the implementation, which may occur even if creation of the new swapchain fails. The application can destroy oldSwapchain to free all memory associated with oldSwapchain.

**Note**

Multiple retired swapchains can be associated with the same VkSurfaceKHR through multiple uses of oldSwapchain that outnumber calls to vkDestroySwapchainKHR.

After oldSwapchain is retired, the application can pass to vkQueuePresentKHR any images it had already acquired from oldSwapchain. E.g., an application may present an image from the old swapchain before an image from the new swapchain is ready to be presented. As usual, vkQueuePresentKHR may fail if oldSwapchain has entered a state that causes VK_ERROR_OUT_OF_DATE_KHR to be returned.

The application can continue to use a shared presentable image obtained from oldSwapchain until a presentable image is acquired from the new swapchain, as long as it has not entered a state that causes it to return VK_ERROR_OUT_OF_DATE_KHR.

**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**
  
  minImageCount must be less than or equal to the value returned in the maxImageCount member of the VkSurfaceCapabilitiesKHR structure returned by vkGetPhysicalDeviceSurfaceCapabilitiesKHR for the surface if the returned maxImageCount is not zero

- **VUID-VkSwapchainCreateInfoKHR-presentMode-02839**
  
  If presentMode is not VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR or VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR, then minImageCount must be greater than or equal to the value returned in the minImageCount member of theVkSurfaceCapabilitiesKHR structure returned by vkGetPhysicalDeviceSurfaceCapabilitiesKHR for the surface

- **VUID-VkSwapchainCreateInfoKHR-minImageCount-01383**
  
  minImageCount must be 1 if presentMode is either VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR or VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR

- **VUID-VkSwapchainCreateInfoKHR-imageFormat-01273**
  
  imageFormat and imageColorSpace must match the format and colorSpace members, respectively, of one of the VkSurfaceFormatKHR structures returned by vkGetPhysicalDeviceSurfaceFormatsKHR for the surface

- **VUID-VkSwapchainCreateInfoKHR-pNext-07781**
  
  imageExtent must be between minImageExtent and maxImageExtent, inclusive, where minImageExtent and maxImageExtent are members of the VkSurfaceCapabilitiesKHR structure
• VUID-VkSwapchainCreateInfoKHR-imageExtent-01689
  imageExtent members width and height must both be non-zero

• VUID-VkSwapchainCreateInfoKHR-imageArrayLayers-01275
  imageArrayLayers must be greater than 0 and less than or equal to the maxImageArrayLayers member of the VkSurfaceCapabilitiesKHR structure returned by vkgGetPhysicalDeviceSurfaceCapabilitiesKHR for the surface

• VUID-VkSwapchainCreateInfoKHR-presentMode-01427
  If presentMode is VK_PRESENT_MODE_IMMEDIATE_KHR, VK_PRESENT_MODE_MAILBOX_KHR, VK_PRESENT_MODE_FIFO_KHR or VK_PRESENT_MODE_FIFO_RELAXED_KHR, imageUsage must be a subset of the supported usage flags present in the supportedUsageFlags member of the VkSurfaceCapabilitiesKHR structure returned by vkgGetPhysicalDeviceSurfaceCapabilitiesKHR for the surface

• VUID-VkSwapchainCreateInfoKHR-imageUsage-01384
  If presentMode is VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR or VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR, imageUsage must be a subset of the supported usage flags present in the sharedPresentSupportedUsageFlags member of the VkSharedPresentSurfaceCapabilitiesKHR structure returned by vkgGetPhysicalDeviceSurfaceCapabilities2KHR for the surface

• VUID-VkSwapchainCreateInfoKHR-imageSharingMode-01277
  If imageSharingMode is VK_SHARING_MODE_CONCURRENT, pQueueFamilyIndices must be a valid pointer to an array of queueFamilyIndexCount uint32_t values

• 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 vkgGetPhysicalDeviceQueueFamilyProperties or vkgGetPhysicalDeviceQueueFamilyProperties2 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 vkgGetPhysicalDeviceSurfaceCapabilitiesKHR 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 vkgGetPhysicalDeviceSurfaceCapabilitiesKHR for the surface

• VUID-VkSwapchainCreateInfoKHR-presentMode-01281
  presentMode must be one of the VkPresentModeKHR values returned by vkgGetPhysicalDeviceSurfacePresentModesKHR for the surface

• VUID-VkSwapchainCreateInfoKHR-physicalDeviceCount-01429
If the logical device was created with `VkDeviceGroupDeviceCreateInfo`::`physicalDeviceCount` equal to 1, `flags` must not contain `VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR`.

- **VUID-VkSwapchainCreateInfoKHR-oldSwapchain-01933**
  If `oldSwapchain` is not `VK_NULL_HANDLE`, `oldSwapchain` must be a non-retired swapchain associated with native window referred to by `surface`.

- **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.

- **VUID-VkSwapchainCreateInfoKHR-flags-03187**
  If `flags` contains `VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR`, then `VkSurfaceProtectedCapabilitiesKHR`::`supportsProtected` must be `VK_TRUE` in the `VkSurfaceProtectedCapabilitiesKHR` structure returned by `vkGetPhysicalDeviceSurfaceCapabilities2KHR` for `surface`.

---

**Valid Usage (Implicit)**

- **VUID-VkSwapchainCreateInfoKHR-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_SWAPCHAIN_CREATE_INFO_KHR`.

- **VUID-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` or `VkImageFormatListCreateInfo`.

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

- **VUID-VkSwapchainCreateInfoKHR-flags-parameter**
  `flags` must be a valid combination of `VkSwapchainCreateFlagBitsKHR` values.

- **VUID-VkSwapchainCreateInfoKHR-surface-parameter**
  `surface` must be a valid `VkSurfaceKHR` handle.
• VUID-VkSwapchainCreateInfoKHR-imageFormat-parameter
  imageFormat must be a valid VkFormat value

• VUID-VkSwapchainCreateInfoKHR-imageColorSpace-parameter
  imageSizeSpace must be a valid VkColorSpaceKHR value

• VUID-VkSwapchainCreateInfoKHR-imageUsage-parameter
  imageSizeUsage must be a valid combination of VkImageUsageFlagBits values
  imageSizeUsage not be 0

• VUID-VkSwapchainCreateInfoKHR-imageSharingMode-parameter
  imageSizeSharingMode must be a valid VkSharingMode value

• VUID-VkSwapchainCreateInfoKHR-preTransform-parameter
  imageSizePreTransform must be a valid VkSurfaceTransformFlagBitsKHR value

• VUID-VkSwapchainCreateInfoKHR-compositeAlpha-parameter
  imageSizeCompositeAlpha must be a valid VkCompositeAlphaFlagBitsKHR value

• VUID-VkSwapchainCreateInfoKHR-presentMode-parameter
  imageSizePresentMode must be a valid VkPresentModeKHR value

• VUID-VkSwapchainCreateInfoKHR-oldSwapchain-parameter
  If oldSwapchain is not VK_NULL_HANDLE, oldSwapchain must be a valid VkSwapchainKHR handle

• VUID-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:

```c
// Provided by VK_KHR_swapchain
typedef enum VkSwapchainCreateFlagBitsKHR {  
  // Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group 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.

- **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.

```c
// 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:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group 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 destroy a swapchain object call:
void vkDestroySwapchainKHR(
    VkDevice device,
    VkSwapchainKHR swapchain,
    const VkAllocationCallbacks* pAllocator);

- `device` is the `VkDevice` associated with `swapchain`.
- `swapchain` is the swapchain to destroy.
- `pAllocator` is the allocator used for host memory allocated for the swapchain object when there is no more specific allocator available (see Memory Allocation).

The application **must** not destroy a swapchain until after completion of all outstanding operations on images that were acquired from the swapchain. `swapchain` and all associated `VkImage` handles are destroyed, and **must** not be acquired or used any more by the application. The memory of each `VkImage` will only be freed after that image is no longer used by the presentation engine. For example, if one image of the swapchain is being displayed in a window, the memory for that image **may** not be freed until the window is destroyed, or another swapchain is created for the window. Destroying the swapchain does not invalidate the parent `VkSurfaceKHR`, and a new swapchain **can** be created with it.

When a swapchain associated with a display surface is destroyed, if the image most recently presented to the display surface is from the swapchain being destroyed, then either any display resources modified by presenting images from any swapchain associated with the display surface **must** be reverted by the implementation to their state prior to the first present performed on one of these swapchains, or such resources **must** be left in their current state.

**Valid Usage**

- VUID-vkDestroySwapchainKHR-swapchain-01282
  All uses of presentable images acquired from `swapchain` **must** have completed execution

- VUID-vkDestroySwapchainKHR-swapchain-01283
  If `VkAllocationCallbacks` were provided when `swapchain` was created, a compatible set of callbacks **must** be provided here

- VUID-vkDestroySwapchainKHR-swapchain-01284
  If no `VkAllocationCallbacks` were provided when `swapchain` was created, `pAllocator` **must** be `NULL`

**Valid Usage (Implicit)**

- VUID-vkDestroySwapchainKHR-device-parameter
  `device` **must** be a valid `VkDevice` handle

- VUID-vkDestroySwapchainKHR-swapchain-parameter
  If `swapchain` is not `VK_NULL_HANDLE`, `swapchain` **must** be a valid `VkSwapchainKHR` handle

1776
If \textit{pAllocator} is not \texttt{NULL}, \textit{pAllocator} \textbf{must} be a valid pointer to a valid \texttt{VkAllocationCallbacks} structure.

If \textit{swapchain} is a valid handle, it \textbf{must} have been created, allocated, or retrieved from \texttt{device}.

\section*{Host Synchronization}

Host access to \texttt{swapchain} \textbf{must} be externally synchronized.

When the \texttt{VK_KHR_display_swapchain} extension is enabled, multiple swapchains that share presentable images are created by calling:

\begin{verbatim}
// Provided by VK_KHR_display_swapchain
VkResult vkCreateSharedSwapchainsKHR(
    VkDevice device,  \texttt{device},
    uint32_t swapchainCount, \texttt{swapchainCount},
    const VkSwapchainCreateInfoKHR* pCreateInfos, \texttt{pCreateInfos},
    const VkAllocationCallbacks* pAllocator, \texttt{pAllocator},
    VkSwapchainKHR* pSwapchains); \texttt{pSwapchains});
\end{verbatim}

\begin{itemize}
    \item \texttt{device} is the device to create the swapchains for.
    \item \texttt{swapchainCount} is the number of swapchains to create.
    \item \texttt{pCreateInfos} is a pointer to an array of \texttt{VkSwapchainCreateInfoKHR} structures specifying the parameters of the created swapchains.
    \item \texttt{pAllocator} is the allocator used for host memory allocated for the swapchain objects when there is no more specific allocator available (see Memory Allocation).
    \item \texttt{pSwapchains} is a pointer to an array of \texttt{VkSwapchainKHR} handles in which the created swapchain objects will be returned.
\end{itemize}

\texttt{vkCreateSharedSwapchainsKHR} is similar to \texttt{vkCreateSwapchainKHR}, except that it takes an array of \texttt{VkSwapchainCreateInfoKHR} structures, and returns an array of swapchain objects.

The swapchain creation parameters that affect the properties and number of presentable images \textbf{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 \texttt{VK_ERROR_INCOMPATIBLE_DISPLAY_KHR}. If any error occurs, no swapchains will be created. Images presented to multiple swapchains \textbf{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 \textbf{can} continue to be used.
Valid Usage (Implicit)

- VUID-vkCreateSharedSwapchainsKHR-device-parameter
  
  The `device` must be a valid `VkDevice` handle.

- VUID-vkCreateSharedSwapchainsKHR-pCreateInfos-parameter
  
  The `pCreateInfos` must be a valid pointer to an array of `swapchainCount` valid `VkSwapchainCreateInfoKHR` structures.

- VUID-vkCreateSharedSwapchainsKHR-pAllocator-parameter
  
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure.

- VUID-vkCreateSharedSwapchainsKHR-pSwapchains-parameter
  
  The `pSwapchains` must be a valid pointer to an array of `swapchainCount` `VkSwapchainKHR` handles.

- VUID-vkCreateSharedSwapchainsKHR-swapchainCount-arraylength
  
  The `swapchainCount` must be greater than `0`.

Host Synchronization

- Host access to `pCreateInfos[].surface` must be externally synchronized.

- Host access to `pCreateInfos[].oldSwapchain` 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:
// Provided by VK_KHR_swapchain

```c
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.

### 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.

Further, the lifetime of presentable images is controlled by the implementation, so applications must not destroy a presentable image. See `vkDestroySwapchainKHR` for further details on the lifetime of presentable images.

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,                  // device,                        
    VkSwapchainKHR swapchain,        // swapchain,                     
    uint64_t timeout,                // timeout,                       
    VkSemaphore semaphore,           // semaphore,                     
    VkFence fence,                   // fence,                         
    uint32_t* pImageIndex)           // 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 \textit{vkGetSwapchainImagesKHR} is returned.

### Valid Usage

- \textbf{VUID-vkAcquireNextImageKHR-swapchain-01285} \\
  \textit{swapchain} \textbf{must} not be in the retired state
- \textbf{VUID-vkAcquireNextImageKHR-semaphore-01286} \\
  If \textit{semaphore} is not \textit{VK_NULL_HANDLE} it \textbf{must} be unsignaled
- \textbf{VUID-vkAcquireNextImageKHR-semaphore-01779} \\
  If \textit{semaphore} is not \textit{VK_NULL_HANDLE} it \textbf{must} not have any uncompleted signal or wait operations pending
- \textbf{VUID-vkAcquireNextImageKHR-fence-01287} \\
  If \textit{fence} is not \textit{VK_NULL_HANDLE} it \textbf{must} be unsignaled and \textbf{must} not be associated with any other queue command that has not yet completed execution on that queue
- \textbf{VUID-vkAcquireNextImageKHR-semaphore-01780} \\
  \textit{semaphore} and \textit{fence} \textbf{must} not both be equal to \textit{VK_NULL_HANDLE}
- \textbf{VUID-vkAcquireNextImageKHR-surface-07783} \\
  If forward progress cannot be guaranteed for the \textit{surface} used to create the \textit{swapchain} member of \textit{pAcquireInfo}, the \textit{timeout} member of \textit{pAcquireInfo} \textbf{must} not be \texttt{UINT64_MAX}
- \textbf{VUID-vkAcquireNextImageKHR-semaphore-03265} \\
  \textit{semaphore} \textbf{must} have a \textit{VkSemaphoreType} of \textit{VK_SEMAPHORE_TYPE_BINARY}

### Valid Usage (Implicit)

- \textbf{VUID-vkAcquireNextImageKHR-device-parameter} \\
  \textit{device} \textbf{must} be a valid \textit{VkDevice} handle
- \textbf{VUID-vkAcquireNextImageKHR-swapchain-parameter} \\
  \textit{swapchain} \textbf{must} be a valid \textit{VkSwapchainKHR} handle
- \textbf{VUID-vkAcquireNextImageKHR-semaphore-parameter} \\
  If \textit{semaphore} is not \textit{VK_NULL_HANDLE}, \textit{semaphore} \textbf{must} be a valid \textit{VkSemaphore} handle
- \textbf{VUID-vkAcquireNextImageKHR-fence-parameter} \\
  If \textit{fence} is not \textit{VK_NULL_HANDLE}, \textit{fence} \textbf{must} be a valid \textit{VkFence} handle
- \textbf{VUID-vkAcquireNextImageKHR-pImageIndex-parameter} \\
  \textit{pImageIndex} \textbf{must} be a valid pointer to a \texttt{uint32_t} value
- \textbf{VUID-vkAcquireNextImageKHR-swapchain-parent} \\
  \textit{swapchain} \textbf{must} have been created, allocated, or retrieved from \textit{device}
- \textbf{VUID-vkAcquireNextImageKHR-semaphore-parent} \\
  If \textit{semaphore} is a valid handle, it \textbf{must} have been created, allocated, or retrieved from \textit{device}
- \textbf{VUID-vkAcquireNextImageKHR-fence-parent} \\
  If \textit{fence} is a valid handle, it \textbf{must} have been created, allocated, or retrieved from \textit{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
- VK_ERROR_SUBOPTIMAL_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 $\text{VkSurfaceCapabilitiesKHR}::\text{minImageCount}$. 

$v\text{kAcquireNextImageKHR}$ should not be called if the number of images that the application has currently acquired is greater than $S-M$. If $v\text{kAcquireNextImageKHR}$ is called when the number of images that the application has currently acquired is less than or equal to $S-M$, $v\text{kAcquireNextImageKHR}$ must return in finite time with an allowed $\text{VkResult}$ 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 $\text{UINT64_MAX}$. 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 $\text{VK_SUBOPTIMAL_KHR}$ or $\text{VK_ERROR_OUT_OF_DATE_KHR}$ must be returned. If $\text{VK_ERROR_OUT_OF_DATE_KHR}$ is returned, no image is acquired and attempts to present previously acquired images to the swapchain will also fail with $\text{VK_ERROR_OUT_OF_DATE_KHR}$. Applications need to create a new swapchain for the surface to continue presenting if $\text{VK_ERROR_OUT_OF_DATE_KHR}$ is returned.

**Note**

$\text{VK_SUBOPTIMAL_KHR}$ 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, $v\text{kAcquireNextImageKHR}$ must return in finite time with either one of the allowed success codes, or $\text{VK_ERROR_DEVICE_LOST}$.

If semaphore is not $\text{VK_NULL_HANDLE}$, 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 $\text{VK_NULL_HANDLE}$, the fence must be unsignaled, with no signal operations pending. It will become signaled when the application can use the image.

**Note**

Applications should not rely on $v\text{kAcquireNextImageKHR}$ 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.

Note
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.

Note
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.

Note
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, VK_KHR_device_group 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.

---

**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, VK_KHR_device_group 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.

### 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
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`.

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

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Any</td>
<td>-</td>
</tr>
</tbody>
</table>

### 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:

```c
// 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

- **VUID-VkPresentInfoKHR-pImageIndices-01430**
  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`

- **VUID-VkPresentInfoKHR-pNext-06235**
  If a `VkPresentIdKHR` structure is included in the `pNext` chain, and the presentId feature is not enabled, each `presentIds` entry in that structure must be NULL

### Valid Usage (Implicit)

- **VUID-VkPresentInfoKHR-sType-sType**
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, VkFrameBoundaryEXT, VkPresentIdKHR, 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 the pNext 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
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain, VK_KHR_device_group with
// VK_KHR_swapchain
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:swapchains.
- **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 `VKDEVICE_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 `VKDEVICE_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 `VKDEVICE_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 `VKDEVICE_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_TYPE_DEVICE_GROUP_PRESENT_INFO_KHR`

- VUID-VkDeviceGroupPresentInfoKHR-pDeviceMasks-parameter
  
  If `swapchainCount` is not 0, `pDeviceMasks` **must** be a valid pointer to an array of `swapchainCount uint32_t` values

- VUID-VkDeviceGroupPresentInfoKHR-mode-parameter
  
  `mode` **must** be a valid `VkDeviceGroupPresentModeFlagBitsKHR` value
The `VkPresentIdKHR` structure is defined as:

```c
// Provided by VK_KHR_present_id
typedef struct VkPresentIdKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t swapchainCount;
    const uint64_t* pPresentIds;
} VkPresentIdKHR;
```

- `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 the `vkQueuePresentKHR` command.
- `pPresentIds` is `NULL` or a pointer to an array of `uint64_t` with `swapchainCount` entries. If not `NULL`, each non-zero value in `pPresentIds` specifies the present id to be associated with the presentation of the swapchain with the same index in the `vkQueuePresentKHR` call.

For applications to be able to reference specific presentation events queued by a call to `vkQueuePresentKHR`, an identifier needs to be associated with them. When the `presentId` feature is enabled, applications can include the `VkPresentIdKHR` structure in the `pNext` chain of the `VkPresentInfoKHR` structure to supply identifiers.

Each `VkSwapchainKHR` has a presentId associated with it. This value is initially set to zero when the `VkSwapchainKHR` is created.

When a `VkPresentIdKHR` structure with a non-NULL `pPresentIds` is included in the `pNext` chain of a `VkPresentInfoKHR` structure, each `pSwapchains` entry has a presentId associated in the `pPresentIds` array at the same index as the swapchain in the `pSwapchains` array. If this presentId is non-zero, then the application can later use this value to refer to that image presentation. A value of zero indicates that this presentation has no associated presentId. A non-zero presentId must be greater than any non-zero presentId passed previously by the application for the same swapchain.

There is no requirement for any precise timing relationship between the presentation of the image to the user and the update of the presentId value, but implementations should make this as close as possible to the presentation of the first pixel in the new image to the user.

### Valid Usage

- **VUID-VkPresentIdKHR-swapchainCount-04998**
  
  `swapchainCount` must be the same value as `VkPresentInfoKHR::swapchainCount`, where this `VkPresentIdKHR` is in the `pNext` chain of the `VkPresentInfoKHR` structure

- **VUID-VkPresentIdKHR-presentIds-04999**
  
  Each `presentIds` entry must be greater than any previous `presentIds` entry passed for the associated `pSwapchains` entry
Valid Usage (Implicit)

- VUID-VkPresentIdKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PRESENT_ID_KHR

- VUID-VkPresentIdKHR-pPresentIds-parameter
  If pPresentIds is not NULL, pPresentIds must be a valid pointer to an array of swapchainCount uint64_t values

- VUID-VkPresentIdKHR-swapchainCount-arraylength
  swapchainCount must be greater than 0

When the presentWait feature is enabled, an application can wait for an image to be presented to the user by first specifying a presentId for the target presentation by adding a VkPresentIdKHR structure to the pNext chain of the VkPresentInfoKHR structure and then waiting for that presentation to complete by calling:

```c
// Provided by VK_KHR_present_wait
VkResult vkWaitForPresentKHR(
    VkDevice device,  // device is the device associated with swapchain.
    VkSwapchainKHR swapchain,  // swapchain is the non-retired swapchain on which an image was queued for presentation.
    uint64_t presentId,  // presentId is the presentation presentId to wait for.
    uint64_t timeout);  // 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.
```

vkWaitForPresentKHR waits for the presentId associated with swapchain to be increased in value so that it is at least equal to presentId.

For VK_PRESENT_MODE_MAILBOX_KHR (or other present mode where images may be replaced in the presentation queue) any wait of this type associated with such an image must be signaled no later than a wait associated with the replacing image would be signaled.

When the presentation has completed, the presentId associated with the related pSwapchains entry will be increased in value so that it is at least equal to the value provided in the VkPresentIdKHR structure.

There is no requirement for any precise timing relationship between the presentation of the image to the user and the update of the presentId value, but implementations should make this as close as possible to the presentation of the first pixel in the next image being presented to the user.

The call to vkWaitForPresentKHR will block until either the presentId associated with swapchain is
greater than or equal to \texttt{presentId}, or \texttt{timeout} nanoseconds passes. When the swapchain becomes OUT_OF_DATE, the call will either return \texttt{VK_SUCCESS} (if the image was delivered to the presentation engine and may have been presented to the user) or will return early with status \texttt{VK_ERROR_OUT_OF_DATE_KHR} (if the image was not presented to the user).

As an exception to the normal rules for objects which are externally synchronized, the \texttt{swapchain} passed to \texttt{vkWaitForPresentKHR} \textbf{may} be simultaneously used by other threads in calls to functions other than \texttt{vkDestroySwapchainKHR}. Access to the swapchain data associated with this extension \textbf{must} be atomic within the implementation.

### Valid Usage

- VUID-vkWaitForPresentKHR-swapchain-04997
  \texttt{swapchain} \textbf{must} not be in the retired state
- VUID-vkWaitForPresentKHR-presentWait-06234
  The \texttt{presentWait} feature \textbf{must} be enabled

### Valid Usage (Implicit)

- VUID-vkWaitForPresentKHR-device-parameter
  \texttt{device} \textbf{must} be a valid \texttt{VkDevice} handle
- VUID-vkWaitForPresentKHR-swapchain-parameter
  \texttt{swapchain} \textbf{must} be a valid \texttt{VkSwapchainKHR} handle
- VUID-vkWaitForPresentKHR-swapchain-parent
  \texttt{swapchain} \textbf{must} have been created, allocated, or retrieved from \texttt{device}

### Host Synchronization

- Host access to \texttt{swapchain} \textbf{must} be externally synchronized

### Return Codes

#### Success

- \texttt{VK_SUCCESS}
- \texttt{VK_TIMEOUT}
- \texttt{VK_SUBOPTIMAL_KHR}

#### Failure

- \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}
- \texttt{VK_ERROR_OUT_OF_DEVICE_MEMORY}
- \texttt{VK_ERROR_DEVICE_LOST}
30.9. 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
void vkSetHdrMetadataEXT(
    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:
// Provided by VK_EXT_hdr_metadata

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:
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. Deferred Host Operations

Certain Vulkan commands are inherently expensive for the host CPU to execute. It is often desirable to offload such work onto background threads, and to parallelize the work across multiple CPUs. The concept of deferred operations allows applications and drivers to coordinate the execution of expensive host commands using an application-managed thread pool.

The VK_KHR_deferred_host_operations extension defines the infrastructure and usage patterns for deferrable commands, but does not specify any commands as deferrable. This is left to additional dependent extensions. Commands must not be deferred unless the deferral is specifically allowed by another extension which depends on VK_KHR_deferred_host_operations. This specification will refer to such extensions as deferral extensions.

31.1. Requesting Deferral

When an application requests an operation deferral, the implementation may defer the operation. When deferral is requested and the implementation defers any operation, the implementation must return VK_OPERATION_DEFERRED_KHR as the success code if no errors occurred. When deferral is requested, the implementation should defer the operation when the workload is significant, however if the implementation chooses not to defer any of the requested operations and instead executes all of them immediately, the implementation must return VK_OPERATION_NOT_DEFERRED_KHR as the success code if no errors occurred.

A deferred operation is created complete with an initial result value of VK_SUCCESS. The deferred operation becomes pending when an operation has been successfully deferred with that deferred operation object.

A deferred operation is considered pending until the deferred operation completes. A pending deferred operation becomes complete when it has been fully executed by one or more threads. Pending deferred operations will never complete until they are joined by an application thread, using vkDeferredOperationJoinKHR. Applications can join multiple threads to the same deferred operation, enabling concurrent execution of subtasks within that operation.

The application can query the status of a VkDeferredOperationKHR using the vkGetDeferredOperationMaxConcurrencyKHR or vkGetDeferredOperationResultKHR commands.

Parameters to the command requesting a deferred operation may be accessed by the implementation at any time until the deferred operation enters the complete state. The application must obey the following rules while a deferred operation is pending:

- Externally synchronized parameters must not be accessed.
- Pointer parameters must not be modified (e.g. reallocated/freed).
- The contents of pointer parameters which may be read by the command must not be modified.
- The contents of pointer parameters which may be written by the command must not be read.
- Vulkan object parameters must not be passed as externally synchronized parameters to any other command.
When the deferred operation is complete, the application should call `vkGetDeferredOperationResultKHR` to obtain the `VkResult` indicating success or failure of the operation. The `VkResult` value returned will be one of the values that the command requesting the deferred operation is able to return. Writes to output parameters of the requesting command will happen-before the deferred operation is complete.

When a deferral is requested for a command, the implementation may perform memory management operations on the allocator supplied to `vkCreateDeferredOperationKHR` for the deferred operation object, as described in the Memory Allocation chapter. Such allocations must occur on the thread which requests deferral.

If an allocator was supplied for the deferred command at the time of the deferral request, then the implementation may perform memory management operations on this allocator during the execution of `vkDeferredOperationJoinKHR`. These operations may occur concurrently and may be performed by any joined thread. The application must ensure that the supplied allocator is able to operate correctly under these conditions.

### 31.2. Deferred Host Operations API

The `VkDeferredOperationKHR` handle is defined as:

```c
// Provided by VK_KHR_deferred_host_operations
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDeferredOperationKHR)
```

This handle refers to a tracking structure which manages the execution state for a deferred command.

To construct the tracking object for a deferred command, call:

```c
// Provided by VK_KHR_deferred_host_operations
VkResult vkCreateDeferredOperationKHR(
    VkDevice device,
    const VkAllocationCallbacks* pAllocator,
    VkDeferredOperationKHR* pDeferredOperation);
```

- `device` is the device which owns `operation`.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pDeferredOperation` is a pointer to a handle in which the created `VkDeferredOperationKHR` is returned.

### Valid Usage (Implicit)

- VUID-vkCreateDeferredOperationKHR-device-parameter
  - `device` must be a valid `VkDevice` handle
- VUID-vkCreateDeferredOperationKHR-pAllocator-parameter
If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- VUID-vkCreateDeferredOperationKHR-pDeferredOperation-parameter
  `pDeferredOperation` must be a valid pointer to a `VkDeferredOperationKHR` handle

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`

To assign a thread to a deferred operation, call:

```c
// Provided by VK_KHR_deferred_host_operations
VkResult vkDeferredOperationJoinKHR(
    VkDevice device,
    VkDeferredOperationKHR operation);
```

- `device` is the device which owns `operation`.
- `operation` is the deferred operation that the calling thread should work on.

The `vkDeferredOperationJoinKHR` command will execute a portion of the deferred operation on the calling thread.

The return value will be one of the following:

- A return value of `VK_SUCCESS` indicates that `operation` is complete. The application should use `vkGetDeferredOperationResultKHR` to retrieve the result of `operation`.
- A return value of `VK_THREAD_DONE_KHR` indicates that the deferred operation is not complete, but there is no work remaining to assign to threads. Future calls to `vkDeferredOperationJoinKHR` are not necessary and will simply harm performance. This situation may occur when other threads executing `vkDeferredOperationJoinKHR` are about to complete `operation`, and the implementation is unable to partition the workload any further.
- A return value of `VK_THREAD_IDLE_KHR` indicates that the deferred operation is not complete, and there is no work for the thread to do at the time of the call. This situation may occur if the operation encounters a temporary reduction in parallelism. By returning `VK_THREAD_IDLE_KHR`, the implementation is signaling that it expects that more opportunities for parallelism will emerge as execution progresses, and that future calls to `vkDeferredOperationJoinKHR` can be beneficial. In the meantime, the application can perform other work on the calling thread.

Implementations must guarantee forward progress by enforcing the following invariants:

1. If only one thread has invoked `vkDeferredOperationJoinKHR` on a given operation, that thread
must execute the operation to completion and return VK_SUCCESS.

2. If multiple threads have concurrently invoked vkDeferredOperationJoinKHR on the same operation, then at least one of them must complete the operation and return VK_SUCCESS.

### Valid Usage (Implicit)

- VUID-vkDeferredOperationJoinKHR-device-parameter
  device must be a valid VkDevice handle
- VUID-vkDeferredOperationJoinKHR-operation-parameter
  operation must be a valid VkDeferredOperationKHR handle
- VUID-vkDeferredOperationJoinKHR-operation-parent
  operation must have been created, allocated, or retrieved from device

### Return Codes

**Success**
- VK_SUCCESS
- VK_THREAD_DONE_KHR
- VK_THREAD_IDLE_KHR

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

When a deferred operation is completed, the application can destroy the tracking object by calling:

```c
// Provided by VK_KHR_deferred_host_operations
void vkDestroyDeferredOperationKHR(
  VkDevice device,
  VkDeferredOperationKHR operation,
  const VkAllocationCallbacks* pAllocator);
```

- device is the device which owns operation.
- operation is the completed operation to be destroyed.
- pAllocator controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage

- VUID-vkDestroyDeferredOperationKHR-operation-03434
  If VkAllocationCallbacks were provided when operation was created, a compatible set of callbacks must be provided here
- VUID-vkDestroyDeferredOperationKHR-operation-03435
If no `VkAllocationCallbacks` were provided when `operation` was created, `pAllocator` must be `NULL`.

- VUID-vkDestroyDeferredOperationKHR-operation-03436
  operation must be completed

**Valid Usage (Implicit)**

- VUID-vkDestroyDeferredOperationKHR-device-parameter
device must be a valid `VkDevice` handle

- VUID-vkDestroyDeferredOperationKHR-operation-parameter
  If `operation` is not `VK_NULL_HANDLE`, `operation` must be a valid `VkDeferredOperationKHR` handle

- VUID-vkDestroyDeferredOperationKHR-pAllocator-parameter
  If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure

- VUID-vkDestroyDeferredOperationKHR-operation-parent
  If `operation` is a valid handle, it must have been created, allocated, or retrieved from `device`

**Host Synchronization**

- Host access to `operation` must be externally synchronized

To query the number of additional threads that can usefully be joined to a deferred operation, call:

```c
// Provided by VK_KHR_deferred_host_operations
uint32_t vkGetDeferredOperationMaxConcurrencyKHR(
    VkDevice device,  
    VkDeferredOperationKHR operation);
```

- `device` is the device which owns `operation`.
- `operation` is the deferred operation to be queried.

The returned value is the maximum number of threads that can usefully execute a deferred operation concurrently, reported for the state of the deferred operation at the point this command is called. This value is intended to be used to better schedule work onto available threads. Applications can join any number of threads to the deferred operation and expect it to eventually complete, though excessive joins may return `VK_THREAD_DONE_KHR` immediately, performing no useful work.

If `operation` is complete, `vkGetDeferredOperationMaxConcurrencyKHR` returns zero.

If `operation` is currently joined to any threads, the value returned by this command may...
If operation is pending, implementations must not return zero unless at least one thread is currently executing `vkDeferredOperationJoinKHR` on operation. If there are such threads, the implementation should return an estimate of the number of additional threads which it could profitably use.

Implementations may return $2^{32}-1$ to indicate that the maximum concurrency is unknown and cannot be easily derived. Implementations may return values larger than the maximum concurrency available on the host CPU. In these situations, an application should clamp the return value rather than oversubscribing the machine.

Valid Usage (Implicit)

- VUID-vkGetDeferredOperationMaxConcurrencyKHR-device-parameter device must be a valid `VkDevice` handle
- VUID-vkGetDeferredOperationMaxConcurrencyKHR-operation-parameter operation must be a valid `VkDeferredOperationKHR` handle
- VUID-vkGetDeferredOperationMaxConcurrencyKHR-operation-parent operation must have been created, allocated, or retrieved from device

The `vkGetDeferredOperationResultKHR` function is defined as:

```c
// Provided by VK_KHR_deferred_host_operations
VkResult vkGetDeferredOperationResultKHR(
    VkDevice device,
    VkDeferredOperationKHR operation);
```

- device is the device which owns operation.
- operation is the operation whose deferred result is being queried.

If no command has been deferred on operation, `vkGetDeferredOperationResultKHR` returns `VK_SUCCESS`.

If the deferred operation is pending, `vkGetDeferredOperationResultKHR` returns `VK_NOT_READY`.

If the deferred operation is complete, it returns the appropriate return value from the original command. This value must be one of the `VkResult` values which could have been returned by the original command if the operation had not been deferred.
Valid Usage (Implicit)

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

- VUID-vkGetDeferredOperationResultKHR-operation-parameter
  operation must be a valid VkDeferredOperationKHR handle

- VUID-vkGetDeferredOperationResultKHR-operation-parent
  operation must have been created, allocated, or retrieved from device

Return Codes

Success
- VK_SUCCESS
- VK_NOT_READY

Failure
None
Chapter 32. Private Data

The private data extension provides a way for users to associate arbitrary user-defined data with Vulkan objects. This association is accomplished by storing 64-bit unsigned integers of user-defined data in private data slots. A private data slot represents a storage allocation for one data item for each child object of the device.

An application can reserve private data slots at device creation. To reserve private data slots, insert a VkDevicePrivateDataCreateInfo in the pNext chain in VkDeviceCreateInfo before device creation. Multiple VkDevicePrivateDataCreateInfo structures can be chained together, and the sum of the requested slots will be reserved. This is an exception to the specified valid usage for structure pointer chains. Reserving slots in this manner is not strictly necessary but it may improve performance.

Private data slots are represented by VkPrivateDataSlot handles:

```c
// Provided by VK_VERSION_1_3
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkPrivateDataSlot)
```

To create a private data slot, call:

```c
// Provided by VK_VERSION_1_3
VkResult vkCreatePrivateDataSlot(
  VkDevice device,
  const VkPrivateDataSlotCreateInfo* pCreateInfo,
  const VkAllocationCallbacks* pAllocator,
  VkPrivateDataSlot* pPrivateDataSlot);
```

- `device` is the logical device associated with the creation of the object(s) holding the private data slot.
- `pCreateInfo` is a pointer to a VkPrivateDataSlotCreateInfo
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pPrivateDataSlot` is a pointer to a VkPrivateDataSlot handle in which the resulting private data slot is returned

### Valid Usage

- VUID-vkCreatePrivateDataSlot-privateData-04564
  The `privateData` feature must be enabled

### Valid Usage (Implicit)

- VUID-vkCreatePrivateDataSlot-device-parameter
  `device` must be a valid VkDevice handle
• VUID-vkCreatePrivateDataSlot-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkPrivateDataSlotCreateInfo structure

• VUID-vkCreatePrivateDataSlot-pAllocator-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

• VUID-vkCreatePrivateDataSlot-pPrivateDataSlot-parameter
  pPrivateDataSlot must be a valid pointer to a VkPrivateDataSlot handle

Return Codes

Success
  • VK_SUCCESS

Failure
  • VK_ERROR_OUT_OF_HOST_MEMORY

The VkPrivateDataSlotCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPrivateDataSlotCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPrivateDataSlotCreateFlags flags;
} VkPrivateDataSlotCreateInfo;
```

• 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-VkPrivateDataSlotCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_PRIVATE_DATA_SLOT_CREATE_INFO

• VUID-VkPrivateDataSlotCreateInfo-pNext-pNext
  pNext must be NULL

• VUID-VkPrivateDataSlotCreateInfo-flags-zerobitmask
  flags must be 0

```c
// Provided by VK_VERSION_1_3
typedef VkFlags VkPrivateDataSlotCreateFlags;
```

VkPrivateDataSlotCreateFlags is a bitmask type for setting a mask, but is currently reserved for
To destroy a private data slot, call:

```c
// Provided by VK_VERSION_1_3
void vkDestroyPrivateDataSlot(
    VkDevice device,
    VkPrivateDataSlot privateDataSlot,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device associated with the creation of the object(s) holding the private data slot.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `privateDataSlot` is the private data slot to destroy.

### Valid Usage

- **VUID-vkDestroyPrivateDataSlot-privateDataSlot-04062**
  - If `VkAllocationCallbacks` were provided when `privateDataSlot` was created, a compatible set of callbacks **must** be provided here.
- **VUID-vkDestroyPrivateDataSlot-privateDataSlot-04063**
  - If no `VkAllocationCallbacks` were provided when `privateDataSlot` was created, `pAllocator` **must** be `NULL`.

### Valid Usage (Implicit)

- **VUID-vkDestroyPrivateDataSlot-device-parameter**
  - `device` **must** be a valid `VkDevice` handle.
- **VUID-vkDestroyPrivateDataSlot-privateDataSlot-parameter**
  - If `privateDataSlot` is not `VK_NULL_HANDLE`, `privateDataSlot` **must** be a valid `VkPrivateDataSlot` handle.
- **VUID-vkDestroyPrivateDataSlot-pAllocator-parameter**
  - If `pAllocator` is not `NULL`, `pAllocator` **must** be a valid pointer to a valid `VkAllocationCallbacks` structure.
- **VUID-vkDestroyPrivateDataSlot-privateDataSlot-parent**
  - If `privateDataSlot` is a valid handle, it **must** have been created, allocated, or retrieved from `device`.

### Host Synchronization

- Host access to `privateDataSlot` **must** be externally synchronized.
To store user defined data in a slot associated with a Vulkan object, call:

```c
// Provided by VK_VERSION_1_3
VkResult vkSetPrivateData(
    VkDevice device,
    VkObjectType objectType,
    uint64_t objectHandle,
    VkPrivateDataSlot privateDataSlot,
    uint64_t data);
```

- `device` is the device that created the object.
- `objectType` is a `VkObjectType` specifying the type of object to associate data with.
- `objectHandle` is a handle to the object to associate data with.
- `privateDataSlot` is a handle to a `VkPrivateDataSlot` specifying location of private data storage.
- `data` is user defined data to associate the object with. This data will be stored at `privateDataSlot`.

### Valid Usage

- **VUID-vkSetPrivateData-objectHandle-04016**
  - `objectHandle` must be `device` or a child of `device`
- **VUID-vkSetPrivateData-objectHandle-04017**
  - `objectHandle` must be a valid handle to an object of type `objectType`

### Valid Usage (Implicit)

- **VUID-vkSetPrivateData-device-parameter**
  - `device` must be a valid `VkDevice` handle
- **VUID-vkSetPrivateData-objectType-parameter**
  - `objectType` must be a valid `VkObjectType` value
- **VUID-vkSetPrivateData-privateDataSlot-parameter**
  - `privateDataSlot` must be a valid `VkPrivateDataSlot` handle
- **VUID-vkSetPrivateData-privateDataSlot-parent**
  - `privateDataSlot` must have been created, allocated, or retrieved from `device`

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
To retrieve user defined data from a slot associated with a Vulkan object, call:

```c
// Provided by VK_VERSION_1_3
void vkGetPrivateData(
    VkDevice device,
    VkObjectType objectType,
    uint64_t objectHandle,
    VkPrivateDataSlot privateDataSlot,
    uint64_t* pData);
```

- `device` is the device that created the object.
- `objectType` is a `VkObjectType` specifying the type of object data is associated with.
- `objectHandle` is a handle to the object data is associated with.
- `privateDataSlot` is a handle to a `VkPrivateDataSlot` specifying location of private data pointer storage.
- `pData` is a pointer to specify where user data is returned. \( 0 \) will be written in the absence of a previous call to `vkSetPrivateData` using the object specified by `objectHandle`.

**Note**

Due to platform details on Android, implementations might not be able to reliably return \( 0 \) from calls to `vkGetPrivateData` for `VkSwapchainKHR` objects on which `vkSetPrivateData` has not previously been called. This erratum is exclusive to the Android platform and objects of type `VkSwapchainKHR`.

**Valid Usage**

- VUID-vkGetPrivateData-objectType-04018
  `objectHandle` must be `device` or a child of `device`
- VUID-vkGetPrivateData-objectHandle-09498
  `objectHandle` must be a valid handle to an object of type `objectType`

**Valid Usage (Implicit)**

- VUID-vkGetPrivateData-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkGetPrivateData-objectType-parameter
  `objectType` must be a valid `VkObjectType` value
- VUID-vkGetPrivateData-privateDataSlot-parameter
  `privateDataSlot` must be a valid `VkPrivateDataSlot` handle
- VUID-vkGetPrivateData-pData-parameter
  `pData` must be a valid pointer to a `uint64_t` value
- VUID-vkGetPrivateData-privateDataSlot-parent
  1816
privateDataSlot must have been created, allocated, or retrieved from device
Chapter 33. Acceleration Structures

33.1. Acceleration Structures

Acceleration structures are data structures used by the implementation to efficiently manage scene geometry as it is traversed during a ray tracing query. The application is responsible for managing acceleration structure objects (see Acceleration Structures), including allocation, destruction, executing builds or updates, and synchronizing resources used during ray tracing queries.

There are two types of acceleration structures, top level acceleration structures and bottom level acceleration structures.

An acceleration structure is considered to be constructed if an acceleration structure build command or copy command has been executed with the given acceleration structure as the destination.

![Diagram of Acceleration Structure]

Figure 22. Acceleration Structure

Caption

The diagram shows the relationship between top and bottom level acceleration structures.

33.1.1. Geometry

Geometries refer to a triangle or axis-aligned bounding box.
33.1.2. Top Level Acceleration Structures

Opaque acceleration structure for an array of instances. The descriptor or device address referencing this is the starting point for traversal.

The top level acceleration structure takes a reference to any bottom level acceleration structure referenced by its instances. Those bottom level acceleration structure objects must be valid when the top level acceleration structure is accessed.

33.1.3. Bottom Level Acceleration Structures

Opaque acceleration structure for an array of geometries.

33.1.4. Acceleration Structure Update Rules

The API defines two types of operations to produce acceleration structures from geometry:

- A build operation is used to construct an acceleration structure.
- An update operation is used to modify an existing acceleration structure.

An update operation imposes certain constraints on the input, in exchange for considerably faster execution. When performing an update, the application is required to provide a full description of the acceleration structure, but is prohibited from changing anything other than instance definitions, transform matrices, and vertex or AABB positions. All other aspects of the description must exactly match the one from the original build.

More precisely, the application must not use an update operation to do any of the following:

- Change primitives or instances from active to inactive, or vice versa (as defined in Inactive Primitives and Instances).
- Change the index or vertex formats of triangle geometry.
- Change triangle geometry transform pointers from null to non-null or vice versa.
- Change the number of geometries or instances in the structure.
- Change the geometry flags for any geometry in the structure.
- Change the number of vertices or primitives for any geometry in the structure.

If the original acceleration structure was built using opacity micromaps and VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_DATA_UPDATE_EXT was set in flags, the application must provide the corresponding micromap information to the update operation. The application is prohibited from changing anything other than the specific opacity values assigned to the triangles.

More precisely, the application must not use an update operation to do any of the following:

- Remove micromaps or VkOpacityMicromapSpecialIndexEXT values from a geometry which previously had them, or vice versa.
- Change between use of VkOpacityMicromapSpecialIndexEXT values and explicit micro-map
• Change the subdivision level or format of the micromap triangle associated with any acceleration-structure triangle.

If the original acceleration structure was built using opacity micromaps and VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_UPDATE_EXT was set in flags, the application must provide a micromap to the update operation.

If the original acceleration structure was built using opacity micromaps and neither opacity micromap update flag is set the application must provide the original micromap to the update operation.

33.1.5. Inactive Primitives and Instances

Acceleration structures allow the use of particular input values to signal inactive primitives or instances.

An inactive triangle is one for which the first (X) component of any vertex is NaN. If any other vertex component is NaN, and the first is not, the behavior is undefined. If the vertex format does not have a NaN representation, then all triangles are considered active.

An inactive instance is one whose acceleration structure reference is 0.

An inactive AABB is one for which the minimum X coordinate is NaN. If any other component is NaN, and the first is not, the behavior is undefined.

In the above definitions, “NaN” refers to any type of NaN. Signaling, non-signaling, quiet, loud, or otherwise.

An inactive object is considered invisible to all rays, and should not be represented in the acceleration structure. Implementations should ensure that the presence of inactive objects does not seriously degrade traversal performance.

Inactive objects are counted in the auto-generated index sequences which are provided to shaders via InstanceId and PrimitiveId SPIR-V decorations. This allows objects in the scene to change freely between the active and inactive states, without affecting the layout of any arrays which are being indexed using the ID values.

Any transition between the active and inactive states requires a full acceleration structure rebuild. Applications must not perform an acceleration structure update where an object is active in the source acceleration structure but would be inactive in the destination, or vice versa.

33.1.6. Building Acceleration Structures

To build acceleration structures call:
void vkCmdBuildAccelerationStructuresKHR(
    VkCommandBuffer commandBuffer,
    uint32_t infoCount,
    const VkAccelerationStructureBuildGeometryInfoKHR* pInfos,
    const VkAccelerationStructureBuildRangeInfoKHR* const* ppBuildRangeInfos);

- `commandBuffer` is the command buffer into which the command will be recorded.
- `infoCount` is the number of acceleration structures to build. It specifies the number of the `pInfos` structures and `ppBuildRangeInfos` pointers that must be provided.
- `pInfos` is a pointer to an array of `infoCount` `VkAccelerationStructureBuildGeometryInfoKHR` structures defining the geometry used to build each acceleration structure.
- `ppBuildRangeInfos` is a pointer to an array of `infoCount` pointers to arrays of `VkAccelerationStructureBuildGeometryInfoKHR` structures. Each `ppBuildRangeInfos[i]` is a pointer to an array of `pInfos[i].geometryCount` `VkAccelerationStructureBuildRangeInfoKHR` structures defining dynamic offsets to the addresses where geometry data is stored, as defined by `pInfos[i]`.

The `vkCmdBuildAccelerationStructuresKHR` command provides the ability to initiate multiple acceleration structures builds, however there is no ordering or synchronization implied between any of the individual acceleration structure builds.

**Note**

This means that an application cannot build a top-level acceleration structure in the same `vkCmdBuildAccelerationStructuresKHR` call as the associated bottom-level or instance acceleration structures are being built. There also cannot be any memory aliasing between any acceleration structure memories or scratch memories being used by any of the builds.

Accesses to the acceleration structure scratch buffers as identified by the `VkAccelerationStructureBuildGeometryInfoKHR::scratchData` buffer device addresses must be synchronized with the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage and an access type of `(VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR | VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR)`. Accesses to each `VkAccelerationStructureBuildGeometryInfoKHR::srcAccelerationStructure` and `VkAccelerationStructureBuildGeometryInfoKHR::dstAccelerationStructure` must be synchronized with the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage and an access type of `VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR` or `VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR`, as appropriate.

Accesses to other input buffers as identified by any used values of `VkAccelerationStructureGeometryTrianglesDataKHR::vertexData`, `VkAccelerationStructureGeometryTrianglesDataKHR::indexData`, `VkAccelerationStructureGeometryTrianglesDataKHR::transformData`, `VkAccelerationStructureGeometryAabbsDataKHR::data`, and `VkAccelerationStructureGeometryInstancesDataKHR::data` must be synchronized with the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage and an access type of
**Valid Usage**

- **VUID-vkCmdBuildAccelerationStructuresKHR-accelerationStructure-08923**
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure` feature **must** be enabled.

- **VUID-vkCmdBuildAccelerationStructuresKHR-mode-04628**
  The `mode` member of each element of `pInfos` **must** be a valid `VkBuildAccelerationStructureModeKHR` value.

- **VUID-vkCmdBuildAccelerationStructuresKHR-srcAccelerationStructure-04629**
  If the `srcAccelerationStructure` member of any element of `pInfos` is not `VK_NULL_HANDLE`, the `srcAccelerationStructure` member **must** be a valid `VkAccelerationStructureKHR` handle.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-04630**
  For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `srcAccelerationStructure` member **must** not be `VK_NULL_HANDLE`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03403**
  The `srcAccelerationStructure` member of any element of `pInfos` **must** not be the same acceleration structure as the `dstAccelerationStructure` member of any other element of `pInfos`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-dstAccelerationStructure-03698**
  The `dstAccelerationStructure` member of any element of `pInfos` **must** not be the same acceleration structure as the `dstAccelerationStructure` member of any other element of `pInfos`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-dstAccelerationStructure-03800**
  The `dstAccelerationStructure` member of any element of `pInfos` **must** be a valid `VkAccelerationStructureKHR` handle.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03663**
  For each element of `pInfos`, if its `type` member is `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR`, its `dstAccelerationStructure` member **must** have been created with a value of `VkAccelerationStructureCreateInfoKHR::type` equal to either `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03700**
  For each element of `pInfos`, if its `type` member is `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR`, its `dstAccelerationStructure` member **must** have been created with a value of `VkAccelerationStructureCreateInfoKHR::type` equal to either `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03663**
  For each element of `pInfos`, if its `mode` member is
VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, *inactive* primitives in its srcAccelerationStructure member *must* not be made active

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03664**
  For each element of *pInfos*, if its *mode* member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, active primitives in its srcAccelerationStructure member *must* not be made *inactive*

- **VUID-vkCmdBuildAccelerationStructuresKHR-None-03407**
  The dstAccelerationStructure member of any element of *pInfos* *must* not be referenced by the geometry.instances.data member of any element of *pgGeometries* or *ppGeometries* with a geometryType of VK_GEOMETRY_TYPE_INSTANCES_KHR in any other element of *pInfos*

- **VUID-vkCmdBuildAccelerationStructuresKHR-dstAccelerationStructure-03701**
  The range of memory backing the dstAccelerationStructure member of any element of *pInfos* that is accessed by this command *must* not overlap the memory backing the srcAccelerationStructure member of any other element of *pInfos* with a *mode* equal to VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, which is accessed by this command

- **VUID-vkCmdBuildAccelerationStructuresKHR-dstAccelerationStructure-03702**
  The range of memory backing the dstAccelerationStructure member of any element of *pInfos* that is accessed by this command *must* not overlap the memory backing the scratchData member of any element of *pInfos* (including the same element), which is accessed by this command

- **VUID-vkCmdBuildAccelerationStructuresKHR-scratchData-03704**
  The range of memory backing the scratchData member of any element of *pInfos* that is accessed by this command *must* not overlap the memory backing the scratchData member of any other element of *pInfos*, which is accessed by this command

- **VUID-vkCmdBuildAccelerationStructuresKHR-scratchData-03705**
  The range of memory backing the scratchData member of any element of *pInfos* that is accessed by this command *must* not overlap the memory backing the srcAccelerationStructure member of any element of *pInfos* with a *mode* equal to VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR (including the same element), which is accessed by this command

- **VUID-vkCmdBuildAccelerationStructuresKHR-dstAccelerationStructure-03706**
  The range of memory backing the dstAccelerationStructure member of any element of *pInfos* that is accessed by this command *must* not overlap the memory backing any acceleration structure referenced by the geometry.instances.data member of any element of *pgGeometries* or *ppGeometries* with a geometryType of VK_GEOMETRY_TYPE_INSTANCES_KHR in any other element of *pInfos*, which is accessed by this command

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03667**
  For each element of *pInfos*, if its *mode* member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, its srcAccelerationStructure member
must have previously been constructed with
VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_UPDATE_BIT_KHR set in
VkAccelerationStructureBuildGeometryInfoKHR::flags in the build

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03668
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, its srcAccelerationStructure and
dstAccelerationStructure members must either be the same
  VkAccelerationStructureKHR, or not have any memory aliasing

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03758
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, its geometryCount member must have
  the same value which was specified when srcAccelerationStructure was last built

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03759
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, its flags member must have the same
  value which was specified when srcAccelerationStructure was last built

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03760
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, its type member must have the same
  value which was specified when srcAccelerationStructure was last built

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03761
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, its geometryType member must have the same value which was
  specified when srcAccelerationStructure was last built

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03762
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, its flags member must have the same value which was specified
  when srcAccelerationStructure was last built

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03763
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, its
  geometry.triangles.vertexFormat member must have the same value which was specified
  when srcAccelerationStructure was last built

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03764
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, its
  geometry.triangles.maxVertex member must have the same value which was specified
when srcAccelerationStructure was last built

- VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03765
  For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, its geometry.triangles.indexType member must have the same value which was specified when srcAccelerationStructure was last built.

- VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03766
  For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, its geometry.triangles.transformData address was NULL when srcAccelerationStructure was last built, then it must be NULL.

- VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03767
  For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, if its geometry.triangles.transformData address was not NULL when srcAccelerationStructure was last built, then it must not be NULL.

- VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03768
  For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, and geometry.triangles.indexType is not VK_INDEX_TYPE_NONE_KHR, then the value of each index referenced must be the same as the corresponding index value when srcAccelerationStructure was last built.

- VUID-vkCmdBuildAccelerationStructuresKHR-primitiveCount-03769
  For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or ppGeometries members, the primitiveCount member of its corresponding VkAccelerationStructureBuildRangeInfoKHR structure must have the same value which was specified when srcAccelerationStructure was last built.

- VUID-vkCmdBuildAccelerationStructuresKHR-firstVertex-03770
  For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or ppGeometries members, if the geometry uses indices, the firstVertex member of its corresponding VkAccelerationStructureBuildRangeInfoKHR structure must have the same value which was specified when srcAccelerationStructure was last built.

- VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03801
For each element of pInfos[i].pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_INSTANCES_KHR, the corresponding ppBuildRangeInfos[i][j].primitiveCount must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxInstanceCount

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03707
For each element of pInfos, the buffer used to create its dstAccelerationStructure member must be bound to device memory

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03708
For each element of pInfos, if its mode member is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR the buffer used to create its srcAccelerationStructure member must be bound to device memory

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03709
For each element of pInfos, the buffer used to create each acceleration structure referenced by the geometry.instances.data member of any element of pGeometries or ppGeometries with a geometryType of VK_GEOMETRY_TYPE_INSTANCES_KHR must be bound to device memory

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03671
If pInfos[i].mode is VK_BUILD_ACCELERATION_STRUCTURE_MODE_BUILD_KHR, all addresses between pInfos[i].scratchData.deviceAddress and pInfos[i].scratchData.deviceAddress + N - 1 must be in the buffer device address range of the same buffer, where N is given by the buildScratchSize member of the VkAccelerationStructureBuildSizesInfoKHR structure returned from a call to vkGetAccelerationStructureBuildSizesKHR with an identical VkAccelerationStructureBuildGeometryInfoKHR structure and primitive count

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03672
If pInfos[i].mode is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, all addresses between pInfos[i].scratchData.deviceAddress and pInfos[i].scratchData.deviceAddress + N - 1 must be in the buffer device address range of the same buffer, where N is given by the updateScratchSize member of the VkAccelerationStructureBuildSizesInfoKHR structure returned from a call to vkGetAccelerationStructureBuildSizesKHR with an identical VkAccelerationStructureBuildGeometryInfoKHR structure and primitive count

• VUID-vkCmdBuildAccelerationStructuresKHR-geometry-03673
The buffers from which the buffer device addresses for all of the geometry.triangles.vertexData, geometry.triangles.indexData, geometry.triangles.transformData, geometry.aabbs.data, and geometry.instances.data members of all pInfos[i].pGeometries and pInfos[i].ppGeometries are queried must have been created with the VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR usage flag

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03674
The buffer from which the buffer device address pInfos[i].scratchData.deviceAddress is queried must have been created with VK_BUFFER_USAGE_STORAGE_BUFFER_BIT usage flag

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03802
For each element of pInfos, its scratchData.deviceAddress member must be a valid device address obtained from vkGetBufferDeviceAddress

• VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03803
For each element of `pInfos`, if `scratchData.deviceAddress` is the address of a non-sparse buffer then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03710**
  For each element of `pInfos`, its `scratchData.deviceAddress` member must be a multiple of `VkPhysicalDeviceAccelerationStructurePropertiesKHR::minAccelerationStructureScratchOffsetAlignment`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03804**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, `geometry.triangles.vertexData.deviceAddress` must be a valid device address obtained from `vkGetBufferDeviceAddress`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03805**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, `geometry.triangles.vertexData.deviceAddress` must be a valid device address obtained from `vkGetBufferDeviceAddress`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03806**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.indexType` is not `VK_INDEX_TYPE_NONE_KHR`, `geometry.triangles.indexData.deviceAddress` must be a valid device address obtained from `vkGetBufferDeviceAddress`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03807**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.indexData.deviceAddress` is the address of a non-sparse buffer then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03808**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.transformData.deviceAddress` is not `0`, it **must** be a valid device address obtained from `vkGetBufferDeviceAddress`.

- **VUID-vkCmdBuildAccelerationStructuresKHR-pInfos-03809**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.transformData.deviceAddress` is the address of a non-sparse buffer then it **must** be bound completely and contiguously to a
For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.transformData.deviceAddress` is not 0, it must be aligned to 16 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR`, `geometry.aabbs.data.deviceAddress` must be a valid device address obtained from `vkGetBufferDeviceAddress`

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR`, if `geometry.aabbs.data.deviceAddress` is the address of a non-sparse buffer then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.instances.data.deviceAddress` is the address of a non-sparse buffer then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.instances.data.deviceAddress` is not 0, it must be aligned to 16 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR`, `geometry.aabbs.data.deviceAddress` must be aligned to 8 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.arrayOfPointers` is `VK_FALSE`, `geometry.instances.data.deviceAddress` must be aligned to 16 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.arrayOfPointers` is `VK_TRUE`, each element of `geometry.instances.data.deviceAddress` in device memory must be aligned to 16 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, each `VkAccelerationStructureInstanceKHR::accelerationStructureReference` value in `geometry.instances.data.deviceAddress` must be a valid device address containing a value obtained from `vkGetAccelerationStructureDeviceAddressKHR` or 0.
commandBuffer must not be a protected command buffer

For each pInfos[i], dstAccelerationStructure must have been created with a value of VkAccelerationStructureCreateInfoKHR::size greater than or equal to the memory size required by the build operation, as returned by vkGetAccelerationStructureBuildSizesKHR with pBuildInfo = pInfos[i] and with each element of the pMaxPrimitiveCounts array greater than or equal to the equivalent ppBuildRangeInfos[i][j].primitiveCount values for j in [0,pInfos[i].geometryCount)

Each element of ppBuildRangeInfos[i] must be a valid pointer to an array of pInfos[i].geometryCount VkAccelerationStructureBuildRangeInfoKHR structures

Valid Usage (Implicit)

commandBuffer must be a valid VkCommandBuffer handle

pInfos must be a valid pointer to an array of infoCount valid VkAccelerationStructureBuildGeometryInfoKHR structures

ppBuildRangeInfos must be a valid pointer to an array of infoCount VkAccelerationStructureBuildRangeInfoKHR structures

commandBuffer must be in the recording state

The VkCommandPool that commandBuffer was allocated from must support compute operations

This command must only be called outside of a render pass instance

This command must only be called outside of a video coding scope

infoCount 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 build acceleration structures with some parameters sourced on the device call:

```c
// Provided by VK_KHR_acceleration_structure
void vkCmdBuildAccelerationStructuresIndirectKHR(
    VkCommandBuffer commandBuffer,
    uint32_t infoCount,
    const VkAccelerationStructureBuildGeometryInfoKHR* pInfos,
    const VkDeviceAddress* pIndirectDeviceAddresses,
    const uint32_t* pIndirectStrides,
    const uint32_t* const ppMaxPrimitiveCounts);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `infoCount` is the number of acceleration structures to build.
- `pInfos` is a pointer to an array of `infoCount` `VkAccelerationStructureBuildGeometryInfoKHR` structures defining the geometry used to build each acceleration structure.
- `pIndirectDeviceAddresses` is a pointer to an array of `infoCount` buffer device addresses which point to `pInfos[i].geometryCount` `VkAccelerationStructureBuildRangeInfoKHR` structures defining dynamic offsets to the addresses where geometry data is stored, as defined by `pInfos[i]`.
- `pIndirectStrides` is a pointer to an array of `infoCount` byte strides between elements of `pIndirectDeviceAddresses`.
- `ppMaxPrimitiveCounts` is a pointer to an array of `infoCount` pointers to arrays of `pInfos[i].geometryCount` values indicating the maximum number of primitives that will be built by this command for each geometry.

Accesses to acceleration structures, scratch buffers, vertex buffers, index buffers, and instance buffers must be synchronized as with `vkCmdBuildAccelerationStructuresKHR`.

Accesses to any element of `pIndirectDeviceAddresses` must be synchronized with the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage and an access type of `VK_ACCESS_INDIRECT_COMMAND_READ_BIT`.

### Valid Usage

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-accelerationStructureIndirectBuild-03650
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructureIndirectBuild` feature must be enabled
The `mode` member of each element of `pInfos` **must** be a valid `VkBuildAccelerationStructureModeKHR` value.

If the `srcAccelerationStructure` member of any element of `pInfos` is not `VK_NULL_HANDLE`, the `srcAccelerationStructure` member **must** be a valid `VkAccelerationStructureKHR` handle.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `srcAccelerationStructure` member **must** not be `VK_NULL_HANDLE`.

The `srcAccelerationStructure` member of any element of `pInfos` **must** not be the same acceleration structure as the `dstAccelerationStructure` member of any other element of `pInfos`.

The `dstAccelerationStructure` member of any element of `pInfos` **must** not be the same acceleration structure as the `dstAccelerationStructure` member of any other element of `pInfos`.

For each element of `pInfos`, if its `type` member is `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR`, its `dstAccelerationStructure` member **must** have been created with a value of `VkAccelerationStructureCreateInfoKHR::type` equal to either `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

For each element of `pInfos`, if its `type` member is `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR`, its `dstAccelerationStructure` member **must** have been created with a value of `VkAccelerationStructureCreateInfoKHR::type` equal to either `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, inactive primitives in its `srcAccelerationStructure` member **must** not be made active.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, active primitives in its `srcAccelerationStructure` member **must** not be made inactive.

The `dstAccelerationStructure` member of any element of `pInfos` **must** not be referenced.
by the `geometry.instances.data` member of any element of `pGeometries` or `ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR` in any other element of `pInfos`.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-dstAccelerationStructure-03701**
  The range of memory backing the `dstAccelerationStructure` member of any element of `pInfos` that is accessed by this command **must** not overlap the memory backing the `srcAccelerationStructure` member of any other element of `pInfos` with a `mode` equal to `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, which is accessed by this command.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-dstAccelerationStructure-03702**
  The range of memory backing the `dstAccelerationStructure` member of any element of `pInfos` that is accessed by this command **must** not overlap the memory backing the `scratchData` member of any element of `pInfos` (including the same element), which is accessed by this command.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-dstAccelerationStructure-03703**
  The range of memory backing the `scratchData` member of any element of `pInfos` that is accessed by this command **must** not overlap the memory backing the `scratchData` member of any other element of `pInfos`, which is accessed by this command.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-dstAccelerationStructure-03704**
  The range of memory backing the `scratchData` member of any element of `pInfos` that is accessed by this command **must** not overlap the memory backing the `scratchData` member of any other element of `pInfos`, which is accessed by this command.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-dstAccelerationStructure-03705**
  The range of memory backing the `scratchData` member of any element of `pInfos` that is accessed by this command **must** not overlap the memory backing any acceleration structure referenced by the `geometry.instances.data` member of any element of `pGeometries` or `ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR` in any other element of `pInfos`, which is accessed by this command.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03667**
  For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `srcAccelerationStructure` member **must** have previously been constructed with `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_UPDATE_BIT_KHR` set in `VkAccelerationStructureBuildGeometryInfoKHR::flags` in the build.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03668**
  For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `srcAccelerationStructure` and `dstAccelerationStructure` members **must** either be the same `VkAccelerationStructureKHR`, or not have any memory aliasing.
For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `geometryCount` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `flags` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `type` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, its `geometryType` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, its `flags` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, its `geometry.triangles.vertexFormat` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, its `geometry.triangles.maxVertex` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, its `geometry.triangles.indexType` member must have the same value which was specified when `srcAccelerationStructure` was last built.
For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if its `geometry.triangles.transformData` address was `NULL` when `srcAccelerationStructure` was last built, then it must be `NULL`.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if its `geometry.triangles.transformData` address was not `NULL` when `srcAccelerationStructure` was last built, then it must not be `NULL`.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, and `geometry.triangles.indexType` is not `VK_INDEX_TYPE_NONE_KHR`, then the value of each index referenced must be the same as the corresponding index value when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, the `primitiveCount` member of its corresponding `VkAccelerationStructureBuildRangeInfoKHR` structure must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if the geometry uses indices, the `firstVertex` member of its corresponding `VkAccelerationStructureBuildRangeInfoKHR` structure must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, the corresponding `ppMaxPrimitiveCounts[i][j]` must be less than or equal to `VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxInstanceCount`.

For each element of `pInfos`, if its `buffer` used to create its `dstAccelerationStructure` member must be bound to device memory.

For each element of `pInfos`, if its `mode` member is
VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR the buffer used to create its srcAccelerationStructure member must be bound to device memory

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03709
  For each element of pInfos, the buffer used to create each acceleration structure referenced by the geometry.instances.data member of any element of pGeometries or ppGeometries with a geometryType of VK_GEOMETRY_TYPE_INSTANCES_KHR must be bound to device memory

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03671
  If pInfos[i].mode is VK_BUILD_ACCELERATION_STRUCTURE_MODE_BUILD_KHR, all addresses between pInfos[i].scratchData.deviceAddress and pInfos[i].scratchData.deviceAddress + N - 1 must be in the buffer device address range of the same buffer, where N is given by the buildScratchSize member of the VkAccelerationStructureBuildSizesInfoKHR structure returned from a call to vkGetAccelerationStructureBuildSizesKHR with an identical VkAccelerationStructureBuildGeometryInfoKHR structure and primitive count

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03672
  If pInfos[i].mode is VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, all addresses between pInfos[i].scratchData.deviceAddress and pInfos[i].scratchData.deviceAddress + N - 1 must be in the buffer device address range of the same buffer, where N is given by the updateScratchSize member of the VkAccelerationStructureBuildSizesInfoKHR structure returned from a call to vkGetAccelerationStructureBuildSizesKHR with an identical VkAccelerationStructureBuildGeometryInfoKHR structure and primitive count

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-geometry-03673
  The buffers from which the buffer device addresses for all of the geometry.triangles.vertexData, geometry.triangles.indexData, geometry.triangles.transformData, geometry.aabbs.data, and geometry.instances.data members of all pInfos[i].pGeometries and pInfos[i].ppGeometries are queried must have been created with the VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR usage flag

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03674
  The buffer from which the buffer device address pInfos[i].scratchData.deviceAddress is queried must have been created with VK_BUFFER_USAGE_STORAGE_BUFFER_BIT usage flag

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03802
  For each element of pInfos, its scratchData.deviceAddress member must be a valid device address obtained from vkGetBufferDeviceAddress

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03803
  For each element of pInfos, if scratchData.deviceAddress is the address of a non-sparse buffer then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03710
  For each element of pInfos, its scratchData.deviceAddress member must be a multiple of VkPhysicalDeviceAccelerationStructurePropertiesKHR::minAccelerationStructureScratchOffsetAlignment

- VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03804
  For any element of pInfos[i].pGeometries or pInfos[i].ppGeometries with a geometryType of
VK_GEOMETRY_TYPE_TRIANGLES_KHR, geometry.triangles.vertexData.deviceAddress must be a valid device address obtained from vkGetBufferDeviceAddress

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03805
  For any element of pInfos[i],pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_TRIANGLES_KHR, if geometry.triangles.vertexData.deviceAddress is the address of a non-sparse buffer then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03711
  For any element of pInfos[i],pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_TRIANGLES_KHR, geometry.triangles.vertexData.deviceAddress must be aligned to the size in bytes of the smallest component of the format in vertexFormat

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03806
  For any element of pInfos[i],pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_TRIANGLES_KHR, if geometry.triangles.indexType is not VK_INDEX_TYPE_NONE_KHR, geometry.triangles.indexData.deviceAddress must be a valid device address obtained from vkGetBufferDeviceAddress

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03807
  For any element of pInfos[i],pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_TRIANGLES_KHR, if geometry.triangles.indexType is not VK_INDEX_TYPE_NONE_KHR, if geometry.triangles.indexData.deviceAddress is the address of a non-sparse buffer then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03810
  For any element of pInfos[i],pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_TRIANGLES_KHR, if geometry.triangles.transformData.deviceAddress is the address of a non-sparse buffer then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03811
  For any element of pInfos[i],pGeometries or pInfos[i].ppGeometries with a geometryType of VK_GEOMETRY_TYPE_TRIANGLES_KHR, geometry.triangles.vertexData.deviceAddress deviceAddress must be a valid device address obtained from vkGetBufferDeviceAddress

1836
For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR`, if `geometry.aabbs.data.deviceAddress` is the address of a non-sparse buffer then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR`, `geometry.aabbs.data.deviceAddress` **must** be aligned to 8 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.arrayOfPointers` is `VK_FALSE`, `geometry.instances.data.deviceAddress` **must** be aligned to 16 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.arrayOfPointers` is `VK_TRUE`, each element of `geometry.instances.data.deviceAddress` in device memory **must** be aligned to 16 bytes.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, `geometry.instances.data.deviceAddress` **must** be a valid device address obtained from `vkGetBufferDeviceAddress`.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, if `geometry.instances.data.deviceAddress` is the address of a non-sparse buffer then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, each `VkAccelerationStructureInstanceKHR::accelerationStructureReference` value in `geometry.instances.data.deviceAddress` **must** be a valid device address containing a value obtained from `vkGetAccelerationStructureDeviceAddressKHR` or 0.

commandBuffer **must** not be a protected command buffer.

For any element of `pIndirectDeviceAddresses`, if the buffer from which it was queried is non-sparse then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object.

For any element of `pIndirectDeviceAddresses[i]`, all device addresses between `pIndirectDeviceAddresses[i]` and `pIndirectDeviceAddresses[i] + (pInfos[i].geometryCount` ×
**pIndirectStrides[i] - 1** must be in the buffer device address range of the same buffer.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pIndirectDeviceAddresses-03647**
  For any element of `pIndirectDeviceAddresses`, the buffer from which it was queried must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pIndirectDeviceAddresses-03648**
  Each element of `pIndirectDeviceAddresses` must be a multiple of 4.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pIndirectDeviceAddresses-03651**
  Each `VkAccelerationStructureBuildRangeInfoKHR` structure referenced by any element of `pIndirectDeviceAddresses` must be a valid `VkAccelerationStructureBuildRangeInfoKHR` structure.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-03652**
  `pInfos[i].dstAccelerationStructure` must have been created with a value of `VkAccelerationStructureCreateInfoKHR::size` greater than or equal to the memory size required by the build operation, as returned by `vkGetAccelerationStructureBuildSizesKHR` with `pBuildInfo = pInfos[i]` and `pMaxPrimitiveCounts = ppMaxPrimitiveCounts[i]`.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-ppMaxPrimitiveCounts-03653**
  Each `ppMaxPrimitiveCounts[i][j]` must be greater than or equal to the `primitiveCount` value specified by the `VkAccelerationStructureBuildRangeInfoKHR` structure located at `pIndirectDeviceAddresses[i] + (j × pIndirectStrides[i])`.

---

**Valid Usage (Implicit)**

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pInfos-parameter**
  `pInfos` must be a valid pointer to an array of `infoCount` valid `VkAccelerationStructureBuildGeometryInfoKHR` structures.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pIndirectDeviceAddresses-parameter**
  `pIndirectDeviceAddresses` must be a valid pointer to an array of `infoCount` `VkDeviceAddress` values.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-pIndirectStrides-parameter**
  `pIndirectStrides` must be a valid pointer to an array of `infoCount` `uint32_t` values.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-ppMaxPrimitiveCounts-parameter**
  `ppMaxPrimitiveCounts` must be a valid pointer to an array of `infoCount` `uint32_t` values.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-commandBuffer-recording**
  `commandBuffer` must be in the recording state.

- **VUID-vkCmdBuildAccelerationStructuresIndirectKHR-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute.
operations

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-renderpass
  This command **must** only be called outside of a render pass instance

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-videocoding
  This command **must** only be called outside of a video coding scope

• VUID-vkCmdBuildAccelerationStructuresIndirectKHR-infoCount-arraylength
  **infoCount** **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>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The **VkAccelerationStructureBuildGeometryInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureBuildGeometryInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkAccelerationStructureTypeKHR type;
    VkBuildAccelerationStructureFlagsKHR flags;
    VkBuildAccelerationStructureModeKHR mode;
    VkAccelerationStructureKHR srcAccelerationStructure;
    VkAccelerationStructureKHR dstAccelerationStructure;
    uint32_t geometryCount;
    const VkAccelerationStructureGeometryKHR* pGeometries;
    const VkAccelerationStructureGeometryKHR* const* ppGeometries;
    VkDeviceOrHostAddressKHR scratchData;
} VkAccelerationStructureBuildGeometryInfoKHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **type** is a **VkAccelerationStructureTypeKHR** value specifying the type of acceleration structure being built.
• **flags** is a bitmask of `VkBuildAccelerationStructureFlagBitsKHR` specifying additional parameters of the acceleration structure.

• **mode** is a `VkBuildAccelerationStructureModeKHR` value specifying the type of operation to perform.

• **srcAccelerationStructure** is a pointer to an existing acceleration structure that is to be used to update the `dstAccelerationStructure` acceleration structure when `mode` is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`.

• **dstAccelerationStructure** is a pointer to the target acceleration structure for the build.

• **geometryCount** specifies the number of geometries that will be built into `dstAccelerationStructure`.

• **pGeometries** is a pointer to an array of `VkAccelerationStructureGeometryKHR` structures.

• **ppGeometries** is a pointer to an array of pointers to `VkAccelerationStructureGeometryKHR` structures.

• **scratchData** is the device or host address to memory that will be used as scratch memory for the build.

Only one of `pGeometries` or `ppGeometries` can be a valid pointer, the other must be `NULL`. Each element of the non-NULL array describes the data used to build each acceleration structure geometry.

The index of each element of the `pGeometries` or `ppGeometries` members of `VkAccelerationStructureBuildGeometryInfoKHR` is used as the *geometry index* during ray traversal. The geometry index is available in ray shaders via the `RayGeometryIndexKHR` built-in, and is used to determine hit and intersection shaders executed during traversal. The geometry index is available to ray queries via the `OpRayQueryGetIntersectionGeometryIndexKHR` instruction.

Members `srcAccelerationStructure` and `dstAccelerationStructure` may be the same or different for an update operation (when `mode` is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`). If they are the same, the update happens in-place. Otherwise, the target acceleration structure is updated and the source is not modified.

---

**Valid Usage**

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03654  
  *type* must not be `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-pGeometries-03788  
  If `geometryCount` is not 0, exactly one of `pGeometries` or `ppGeometries` must be a valid pointer, the other must be `NULL`

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03789  
  If `type` is `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR`, the `geometryType` member of elements of either `pGeometries` or `ppGeometries` must be `VK_GEOMETRY_TYPE_INSTANCES_KHR`

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03790  
  If `type` is `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR`, `geometryCount` must be 1

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03791
If type is VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR the geometryType member of elements of either pGeometries or ppGeometries must not be VK_GEOMETRY_TYPE_INSTANCES_KHR

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03792
  If type is VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR then the geometryType member of each geometry in either pGeometries or ppGeometries must be the same

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03793
  If type is VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR then geometryCount must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxGeometryCount

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03794
  If type is VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR and the geometryType member of either pGeometries or ppGeometries is VK_GEOMETRY_TYPE_AABBS_KHR, the total number of AABBs in all geometries must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxPrimitiveCount

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-03795
  If type is VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR and the geometryType member of either pGeometries or ppGeometries is VK_GEOMETRY_TYPE_TRIANGLES_KHR, the total number of triangles in all geometries must be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR::maxPrimitiveCount

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-flags-03796
  If flags has the VK_BUILD_ACCELERATION_STRUCTURE_PREFER_FAST_TRACE_BIT_KHR bit set, then it must not have the VK_BUILD_ACCELERATION_STRUCTURE_PREFER_FAST_BUILD_BIT_KHR bit set

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-flags-07334
  If flags has the VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_UPDATE_EXT bit set then it must not have the VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_DATA_UPDATE_EXT bit set

Valid Usage (Implicit)

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_BUILD_GEOMETRY_INFO_KHR

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-pNext-pNext
  pNext must be NULL

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-type-parameter
  type must be a valid VkAccelerationStructureTypeKHR value

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-flags-parameter
  flags must be a valid combination of VkBuildAccelerationStructureFlagBitsKHR values

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-pGeometries-parameter
  If geometryCount is not 0, and pGeometries is not NULL, pGeometries must be a valid pointer to an array of geometryCount valid VkAccelerationStructureGeometryKHR structures

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-ppGeometries-parameter
If `geometryCount` is not 0, and `ppGeometries` is not NULL, `ppGeometries` must be a valid pointer to an array of `geometryCount` valid pointers to valid `VkAccelerationStructureGeometryKHR` structures.

- VUID-VkAccelerationStructureBuildGeometryInfoKHR-commonparent
  Both of `dstAccelerationStructure`, and `srcAccelerationStructure` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`.

The `VkBuildAccelerationStructureModeKHR` enumeration is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkBuildAccelerationStructureModeKHR {
    VK_BUILD_ACCELERATION_STRUCTURE_MODE_BUILD_KHR = 0,
    VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR = 1,
} VkBuildAccelerationStructureModeKHR;
```

- `VK_BUILD_ACCELERATION_STRUCTURE_MODE_BUILD_KHR` specifies that the destination acceleration structure will be built using the specified geometries.
- `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR` specifies that the destination acceleration structure will be built using data in a source acceleration structure, updated by the specified geometries.

The `VkDeviceOrHostAddressKHR` union is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef union VkDeviceOrHostAddressKHR {
    VkDeviceAddress deviceAddress;
    void* hostAddress;
} VkDeviceOrHostAddressKHR;
```

- `deviceAddress` is a buffer device address as returned by the `vkGetBufferDeviceAddressKHR` command.
- `hostAddress` is a host memory address.

The `VkDeviceOrHostAddressConstKHR` union is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef union VkDeviceOrHostAddressConstKHR {
    VkDeviceAddress deviceAddress;
    const void* hostAddress;
} VkDeviceOrHostAddressConstKHR;
```

- `deviceAddress` is a buffer device address as returned by the `vkGetBufferDeviceAddressKHR` command.
• hostAddress is a const host memory address.

The VkAccelerationStructureGeometryKHR structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureGeometryKHR {
    VkStructureType sType;
    const void* pNext;
    VkGeometryTypeKHR geometryType;
    VkAccelerationStructureGeometryDataKHR geometry;
    VkAccelerationFlagsKHR flags;
} VkAccelerationStructureGeometryKHR;
```

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• geometryType describes which type of geometry this VkAccelerationStructureGeometryKHR refers to.
• geometry is a VkAccelerationStructureGeometryDataKHR union describing the geometry data for the relevant geometry type.
• flags is a bitmask of VkGeometryFlagBitsKHR values describing additional properties of how the geometry should be built.

Valid Usage (Implicit)

• VUID-VkAccelerationStructureGeometryKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_KHR

• VUID-VkAccelerationStructureGeometryKHR-pNext-pNext
  pNext must be NULL

• VUID-VkAccelerationStructureGeometryKHR-geometryType-parameter
  geometryType must be a valid VkGeometryTypeKHR value

• VUID-VkAccelerationStructureGeometryKHR-triangles-parameter
  If geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, the triangles member of geometry must be a valid VkAccelerationStructureGeometryTrianglesDataKHR structure

• VUID-VkAccelerationStructureGeometryKHR-aabbs-parameter
  If geometryType is VK_GEOMETRY_TYPE_AABBS_KHR, the aabbs member of geometry must be a valid VkAccelerationStructureGeometryAabbsDataKHR structure

• VUID-VkAccelerationStructureGeometryKHR-instances-parameter
  If geometryType is VK_GEOMETRY_TYPE_INSTANCES_KHR, the instances member of geometry must be a valid VkAccelerationStructureGeometryInstancesDataKHR structure

• VUID-VkAccelerationStructureGeometryKHR-flags-parameter
  flags must be a valid combination of VkGeometryFlagBitsKHR values

The VkAccelerationStructureGeometryDataKHR union is defined as:
typedef union VkAccelerationStructureGeometryDataKHR {
  VkAccelerationStructureGeometryTrianglesDataKHR triangles;
  VkAccelerationStructureGeometryAabbsDataKHR aabbs;
  VkAccelerationStructureGeometryInstancesDataKHR instances;
} VkAccelerationStructureGeometryDataKHR;

- **triangles** is a `VkAccelerationStructureGeometryTrianglesDataKHR` structure.
- **aabbs** is a `VkAccelerationStructureGeometryAabbsDataKHR` structure.
- **instances** is a `VkAccelerationStructureGeometryInstancesDataKHR` structure.

The `VkAccelerationStructureGeometryTrianglesDataKHR` structure is defined as:

```c
typedef struct VkAccelerationStructureGeometryTrianglesDataKHR {
  VkStructureType sType;
  const void* pNext;
  VkFormat vertexFormat;
  VkDeviceOrHostAddressConstKHR vertexData;
  VkDeviceSize vertexStride;
  uint32_t maxVertex;
  VkIndexType indexType;
  VkDeviceOrHostAddressConstKHR indexData;
  VkDeviceOrHostAddressConstKHR transformData;
} VkAccelerationStructureGeometryTrianglesDataKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **vertexFormat** is the `VkFormat` of each vertex element.
- **vertexData** is a device or host address to memory containing vertex data for this geometry.
- **maxVertex** is the number of vertices in `vertexData` minus one.
- **vertexStride** is the stride in bytes between each vertex.
- **indexType** is the `VkIndexType` of each index element.
- **indexData** is a device or host address to memory containing index data for this geometry.
- **transformData** is a device or host address to memory containing an optional reference to a `VkTransformMatrixKHR` structure describing a transformation from the space in which the vertices in this geometry are described to the space in which the acceleration structure is defined.

**Note**

Unlike the stride for vertex buffers in `VkVertexInputBindingDescription` for graphics pipelines which must not exceed `maxVertexInputBindingStride`, `vertexStride` for acceleration structure geometry is instead restricted to being a 32-
Valid Usage

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-vertexStride-03735**
  
  `vertexStride` **must** be a multiple of the size in bytes of the smallest component of `vertexFormat`

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-vertexStride-03819**
  
  `vertexStride` **must** be less than or equal to $2^{32}-1$

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-vertexFormat-03797**
  
  The format features of `vertexFormat` **must** contain `VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR`

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-indexType-03798**
  
  `indexType` **must** be `VK_INDEX_TYPE_UINT16`, `VK_INDEX_TYPE_UINT32`, or `VK_INDEX_TYPE_NONE_KHR`

Valid Usage (Implicit)

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-sType-sType**
  
  `sType` **must** be `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_TRIANGLES_DATA_KHR`

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-pNext-pNext**
  
  `pNext` **must** be `NULL` or a pointer to a valid instance of `VkAccelerationStructureTrianglesOpacityMicromapEXT`

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

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-vertexFormat-parameter**
  
  `vertexFormat` **must** be a valid `VkFormat` value

- **VUID-VkAccelerationStructureGeometryTrianglesDataKHR-indexType-parameter**
  
  `indexType` **must** be a valid `VkIndexType` value

The `VkAccelerationStructureTrianglesOpacityMicromapEXT` structure is defined as:
typedef struct VkAccelerationStructureTrianglesOpacityMicromapEXT {
    VkStructureType sType;
    void* pNext;
    VkIndexType indexType;
    VkDeviceOrHostAddressConstKHR indexBuffer;
    VkDeviceSize indexStride;
    uint32_t baseTriangle;
    uint32_t usageCountsCount;
    const VkMicromapUsageEXT* pUsageCounts;
    const VkMicromapUsageEXT* const* ppUsageCounts;
    VkMicromapEXT micromap;
} VkAccelerationStructureTrianglesOpacityMicromapEXT;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• indexType is the type of triangle indices used when indexing this micromap
• indexBuffer is the address containing the triangle indices
• indexStride is the byte stride between triangle indices
• baseTriangle is the base value added to the non-negative triangle indices
• usageCountsCount specifies the number of usage counts structures that will be used to determine the size of this micromap.
• pUsageCounts is a pointer to an array of VkMicromapUsageEXT structures.
• ppUsageCounts is a pointer to an array of pointers to VkMicromapUsageEXT structures.
• micromap is the handle to the micromap object to include in this geometry

If VkAccelerationStructureTrianglesOpacityMicromapEXT is included in the pNext chain of a VkAccelerationStructureGeometryTrianglesDataKHR structure, that geometry will reference that micromap.

For each triangle in the geometry, the acceleration structure build fetches an index from indexBuffer using indexType and indexStride. If that value is the unsigned cast of one of the values from VkOpacityMicromapSpecialIndexEXT then that triangle behaves as described for that special value in Ray Opacity Micromap. Otherwise that triangle uses the opacity micromap information from micromap at that index plus baseTriangle.

Only one of pUsageCounts or ppUsageCounts can be a valid pointer, the other must be NULL. The elements of the non-NULL array describe the total count used to build this geometry. For a given format and subdivisionLevel the number of triangles in this geometry matching those values after indirection and special index handling must be equal to the sum of matching count provided.

If micromap is VK_NULL_HANDLE, then every value read from indexBuffer must be one of the values in VkOpacityMicromapSpecialIndexEXT.
Valid Usage

- VUID-VkAccelerationStructureTrianglesOpacityMicromapEXT-pUsageCounts-07335
  Only one of `pUsageCounts` or `ppUsageCounts` can be a valid pointer, the other must be `NULL`.

Valid Usage (Implicit)

- VUID-VkAccelerationStructureTrianglesOpacityMicromapEXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_TRIANGLES_OPACITY_MICROMAP_EXT`.

- VUID-VkAccelerationStructureTrianglesOpacityMicromapEXT-indexType-parameter
  `indexType` must be a valid `VkIndexType` value.

- VUID-VkAccelerationStructureTrianglesOpacityMicromapEXT-pUsageCounts-parameter
  If `usageCountsCount` is not 0, and `pUsageCounts` is not `NULL`, `pUsageCounts` must be a valid pointer to an array of `usageCountsCount` `VkMicromapUsageEXT` structures.

- VUID-VkAccelerationStructureTrianglesOpacityMicromapEXT-ppUsageCounts-parameter
  If `usageCountsCount` is not 0, and `ppUsageCounts` is not `NULL`, `ppUsageCounts` must be a valid pointer to an array of `usageCountsCount` valid pointers to `VkMicromapUsageEXT` structures.

- VUID-VkAccelerationStructureTrianglesOpacityMicromapEXT-micromap-parameter
  If `micromap` is not `VK_NULL_HANDLE`, `micromap` must be a valid `VkMicromapEXT` handle.

The `VkOpacityMicromapSpecialIndexEXT` enumeration is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef enum VkOpacityMicromapSpecialIndexEXT {
    VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_TRANSPARENT_EXT = -1,
    VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_OPAQUE_EXT = -2,
    VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_UNKNOWN_TRANSPARENT_EXT = -3,
    VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_UNKNOWN_OPAQUE_EXT = -4,
} VkOpacityMicromapSpecialIndexEXT;
```

- `VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_TRANSPARENT_EXT` specifies that the entire triangle is fully transparent.
- `VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_OPAQUE_EXT` specifies that the entire triangle is fully opaque.
- `VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_UNKNOWN_TRANSPARENT_EXT` specifies that the entire triangle is unknown-transparent.
- `VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_UNKNOWN_OPAQUE_EXT` specifies that the entire triangle is unknown-opaque.

The `VkTransformMatrixKHR` structure is defined as:
typedef struct VkTransformMatrixKHR {
    float matrix[3][4];
} VkTransformMatrixKHR;

- **matrix** is a 3x4 row-major affine transformation matrix.

### Valid Usage

- VUID-VkTransformMatrixKHR-matrix-03799
  The first three columns of **matrix** must define an invertible 3x3 matrix

The **VkAccelerationStructureGeometryAabbsDataKHR** structure is defined as:

typedef struct VkAccelerationStructureGeometryAabbsDataKHR {
    VkStructureType sType;
    const void* pNext;
    VkDeviceOrHostAddressConstKHR data;
    VkDeviceSize stride;
} VkAccelerationStructureGeometryAabbsDataKHR;

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **data** is a device or host address to memory containing **VkAabbPositionsKHR** structures containing position data for each axis-aligned bounding box in the geometry.
- **stride** is the stride in bytes between each entry in **data**. The stride must be a multiple of 8.

### Valid Usage

- VUID-VkAccelerationStructureGeometryAabbsDataKHR-stride-03545
  stride must be a multiple of 8
- VUID-VkAccelerationStructureGeometryAabbsDataKHR-stride-03820
  stride must be less than or equal to 2^{32}-1

### Valid Usage (Implicit)

- VUID-VkAccelerationStructureGeometryAabbsDataKHR-sType-sType
  sType must be **VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_AABBS_DATA_KHR**
- VUID-VkAccelerationStructureGeometryAabbsDataKHR-pNext-pNext
  pNext must be **NULL**
The `VkAabbPositionsKHR` structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAabbPositionsKHR {
    float minX;
    float minY;
    float minZ;
    float maxX;
    float maxY;
    float maxZ;
} VkAabbPositionsKHR;
```

- `minX` is the x position of one opposing corner of a bounding box.
- `minY` is the y position of one opposing corner of a bounding box.
- `minZ` is the z position of one opposing corner of a bounding box.
- `maxX` is the x position of the other opposing corner of a bounding box.
- `maxY` is the y position of the other opposing corner of a bounding box.
- `maxZ` is the z position of the other opposing corner of a bounding box.

### Valid Usage

- VUID-VkAabbPositionsKHR-minX-03546
  - `minX` must be less than or equal to `maxX`
- VUID-VkAabbPositionsKHR-minY-03547
  - `minY` must be less than or equal to `maxY`
- VUID-VkAabbPositionsKHR-minZ-03548
  - `minZ` must be less than or equal to `maxZ`

The `VkAccelerationStructureGeometryInstancesDataKHR` structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureGeometryInstancesDataKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 arrayOfPointers;
    VkDeviceOrHostAddressConstKHR data;
} VkAccelerationStructureGeometryInstancesDataKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `arrayOfPointers` specifies whether `data` is used as an array of addresses or just an array.
- `data` is either the address of an array of device or host addresses referencing individual
VkAccelerationStructureInstanceKHR structures if arrayWithPointers is VK_TRUE, or the address of an array of VkAccelerationStructureInstanceKHR structures. Addresses and VkAccelerationStructureInstanceKHR structures are tightly packed.

Valid Usage (Implicit)

- VVID-VkAccelerationStructureGeometryInstancesDataKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_GEOMETRY_INSTANCES_DATA_KHR
- VVID-VkAccelerationStructureGeometryInstancesDataKHR-pNext-pNext
  pNext must be NULL

Acceleration structure instances can be built into top-level acceleration structures. Each acceleration structure instance is a separate entry in the top-level acceleration structure which includes all the geometry of a bottom-level acceleration structure at a transformed location. Multiple instances can point to the same bottom level acceleration structure.

An acceleration structure instance is defined by the structure:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureInstanceKHR {
    VkTransformMatrixKHR transform;
    uint32_t instanceCustomIndex:24;
    uint32_t instanceCustomIndex:8;
    uint32_t instanceShaderBindingTableRecordOffset:24;
    VkGeometryInstanceFlagsKHR flags:8;
    uint64_t accelerationStructureReference;
} VkAccelerationStructureInstanceKHR;
```

- `transform` is a VkTransformMatrixKHR structure describing a transformation to be applied to the acceleration structure.
- `instanceCustomIndex` is a 24-bit user-specified index value accessible to ray shaders in the InstanceCustomIndexKHR built-in.
- `mask` is an 8-bit visibility mask for the geometry. The instance may only be hit if Cull Mask & instance.mask != 0
- `instanceShaderBindingTableRecordOffset` is a 24-bit offset used in calculating the hit shader binding table index.
- `flags` is an 8-bit mask of VkGeometryInstanceFlagBitsKHR values to apply to this instance.
- `accelerationStructureReference` is either:
  - a device address containing the value obtained from vkGetAccelerationStructureDeviceAddressKHR (used by device operations which reference acceleration structures) or,
  - a VkAccelerationStructureKHR object (used by host operations which reference acceleration structures).
The C language specification does not define the ordering of bit-fields, but in practice, this struct produces the correct layout with existing compilers. The intended bit pattern is for the following:

- **instanceCustomIndex** and **mask** occupy the same memory as if a single `uint32_t` was specified in their place
  - **instanceCustomIndex** occupies the 24 least significant bits of that memory
  - **mask** occupies the 8 most significant bits of that memory
- **instanceShaderBindingTableRecordOffset** and **flags** occupy the same memory as if a single `uint32_t` was specified in their place
  - **instanceShaderBindingTableRecordOffset** occupies the 24 least significant bits of that memory
  - **flags** occupies the 8 most significant bits of that memory

If a compiler produces code that diverges from that pattern, applications **must** employ another method to set values according to the correct bit pattern.

### Valid Usage (Implicit)

- **VUID-VkAccelerationStructureInstanceKHR-flags-parameter**
  - **flags** must be a valid combination of `VkGeometryInstanceFlagBitsKHR` values

Possible values of **flags** in the instance modifying the behavior of that instance are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkGeometryInstanceFlagBitsKHR {
    VK_GEOMETRY_INSTANCE_TRIANGLE_FACING_CULL_DISABLE_BIT_KHR = 0x00000001,
    VK_GEOMETRY_INSTANCE_TRIANGLE_FLIP_FACING_BIT_KHR = 0x00000002,
    VK_GEOMETRY_INSTANCE_FORCE_OPAQUE_BIT_KHR = 0x00000004,
    VK_GEOMETRY_INSTANCE_FORCE_NO_OPAQUE_BIT_KHR = 0x00000008,
    // Provided by VK_EXT_opacity_micromap
    VK_GEOMETRY_INSTANCE_FORCE_OPACITY_MICROMAP_2_STATE_EXT = 0x00000010,
    // Provided by VK_EXT_opacity_micromap
    VK_GEOMETRY_INSTANCE_DISABLE_OPACITY_MICROMAPS_EXT = 0x00000020,
    VK_GEOMETRY_INSTANCE_TRIANGLE_FRONT_COUNTERCLOCKWISE_BIT_KHR =
    VK_GEOMETRY_INSTANCE_TRIANGLE_FLIP_FACING_BIT_KHR,
} VkGeometryInstanceFlagBitsKHR;
```

- **VK_GEOMETRY_INSTANCE_TRIANGLE_FACING_CULL_DISABLE_BIT_KHR** disables face culling for this instance.
- **VK_GEOMETRY_INSTANCE_TRIANGLE_FLIP_FACING_BIT_KHR** indicates that the **facing determination** for geometry in this instance is inverted. Because the facing is determined in object space, an instance transform does not change the winding, but a geometry transform does.
- **VK_GEOMETRY_INSTANCE_FORCE_OPAQUE_BIT_KHR** causes this instance to act as though **VK_GEOMETRY_OPAQUE_BIT_KHR** were specified on all geometries referenced by this instance. This behavior **can** be overridden by the SPIR-V **NoOpaqueKHR** ray flag.
• **VK_GEOMETRY_INSTANCE_FORCE_NO_OPAQUE_BIT_KHR** causes this instance to act as though **VK_GEOMETRY_OPAQUE_BIT_KHR** were not specified on all geometries referenced by this instance. This behavior **can** be overridden by the SPIR-V OpaqueKHR ray flag.

**VK_GEOMETRY_INSTANCE_FORCE_NO_OPAQUE_BIT_KHR** and **VK_GEOMETRY_INSTANCE_FORCE_OPAQUE_BIT_KHR** **must not** be used in the same flag.

```c
// Provided by VK_KHR_acceleration_structure
typedef VkFlags VkGeometryInstanceFlagsKHR;
```

**VkGeometryInstanceFlagsKHR** is a bitmask type for setting a mask of zero or more **VkGeometryInstanceFlagBitsKHR**.

**VkAccelerationStructureBuildRangeInfoKHR** is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureBuildRangeInfoKHR {
    uint32_t primitiveCount;
    uint32_t primitiveOffset;
    uint32_t firstVertex;
    uint32_t transformOffset;
} VkAccelerationStructureBuildRangeInfoKHR;
```

• **primitiveCount** defines the number of primitives for a corresponding acceleration structure geometry.

• **primitiveOffset** defines an offset in bytes into the memory where primitive data is defined.

• **firstVertex** is the index of the first vertex to build from for triangle geometry.

• **transformOffset** defines an offset in bytes into the memory where a transform matrix is defined.

The primitive count and primitive offset are interpreted differently depending on the **VkGeometryTypeKHR** used:

• For geometries of type **VK_GEOMETRY_TYPE_TRIANGLES_KHR**, **primitiveCount** is the number of triangles to be built, where each triangle is treated as 3 vertices.

  ◦ If the geometry uses indices, **primitiveCount** × 3 indices are consumed from **VkAccelerationStructureGeometryTrianglesDataKHR**:indexData, starting at an offset of **primitiveOffset**. The value of **firstVertex** is added to the index values before fetching vertices.

  ◦ If the geometry does not use indices, **primitiveCount** × 3 vertices are consumed from **VkAccelerationStructureGeometryTrianglesDataKHR**:vertexData, starting at an offset of **primitiveOffset** + **VkAccelerationStructureGeometryTrianglesDataKHR**:vertexStride × **firstVertex**.

  ◦ If **VkAccelerationStructureGeometryTrianglesDataKHR**:transformData is not NULL, a single **VkTransformMatrixKHR** structure is consumed from **VkAccelerationStructureGeometryTrianglesDataKHR**:transformData, at an offset of...
transformOffset. This matrix describes a transformation from the space in which the vertices for all triangles in this geometry are described to the space in which the acceleration structure is defined.

- For geometries of type VK_GEOMETRY_TYPE_AABBS_KHR, primitiveCount is the number of axis-aligned bounding boxes. primitiveCount VkAabbPositionsKHR structures are consumed from VkAccelerationStructureGeometryAabbsDataKHR::data, starting at an offset of primitiveOffset.

- For geometries of type VK_GEOMETRY_TYPE_INSTANCES_KHR, primitiveCount is the number of acceleration structures. primitiveCount VkAccelerationStructureGeometryInstancesDataKHR::data, starting at an offset of primitiveOffset.

### Valid Usage

- VUID-VkAccelerationStructureBuildRangeInfoKHR-primitiveOffset-03656
  For geometries of type VK_GEOMETRY_TYPE_TRIANGLES_KHR, if the geometry uses indices, the offset primitiveOffset from VkAccelerationStructureGeometryTrianglesDataKHR::indexData must be a multiple of the element size of VkAccelerationStructureGeometryTrianglesDataKHR::indexType

- VUID-VkAccelerationStructureBuildRangeInfoKHR-primitiveOffset-03657
  For geometries of type VK_GEOMETRY_TYPE_TRIANGLES_KHR, if the geometry does not use indices, the offset primitiveOffset from VkAccelerationStructureGeometryTrianglesDataKHR::vertexData must be a multiple of the component size of VkAccelerationStructureGeometryTrianglesDataKHR::vertexFormat

- VUID-VkAccelerationStructureBuildRangeInfoKHR-transformOffset-03658
  For geometries of type VK_GEOMETRY_TYPE_TRIANGLES_KHR, the offset transformOffset from VkAccelerationStructureGeometryTrianglesDataKHR::transformData must be a multiple of 16

- VUID-VkAccelerationStructureBuildRangeInfoKHR-primitiveOffset-03659
  For geometries of type VK_GEOMETRY_TYPE_AABBS_KHR, the offset primitiveOffset from VkAccelerationStructureGeometryAabbsDataKHR::data must be a multiple of 8

- VUID-VkAccelerationStructureBuildRangeInfoKHR-primitiveOffset-03660
  For geometries of type VK_GEOMETRY_TYPE_INSTANCES_KHR, the offset primitiveOffset from VkAccelerationStructureGeometryInstancesDataKHR::data must be a multiple of 16

### 33.1.7. Copying Acceleration Structures

An additional command exists for copying acceleration structures without updating their contents. The acceleration structure object can be compacted in order to improve performance. Before copying, an application must query the size of the resulting acceleration structure.

To query acceleration structure size parameters call:
void vkCmdWriteAccelerationStructuresPropertiesKHR(
    VkCommandBuffer commandBuffer,
    uint32_t accelerationStructureCount,
    const VkAccelerationStructureKHR* pAccelerationStructures,
    VkQueryType queryType,
    VkQueryPool queryPool,
    uint32_t firstQuery);

- `commandBuffer` is the command buffer into which the command will be recorded.
- `accelerationStructureCount` is the count of acceleration structures for which to query the property.
- `pAccelerationStructures` is a pointer to an array of existing previously built acceleration structures.
- `queryType` is a `VkQueryType` value specifying the type of queries managed by the pool.
- `queryPool` is the query pool that will manage the results of the query.
- `firstQuery` is the first query index within the query pool that will contain the `accelerationStructureCount` number of results.

Accesses to any of the acceleration structures listed in `pAccelerationStructures` must be synchronized with the `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR` pipeline stage or the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage, and an access type of `VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR`.

- If `queryType` is `VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR`, then the value written out is the number of bytes required by a compacted acceleration structure.
- If `queryType` is `VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR`, then the value written out is the number of bytes required by a serialized acceleration structure.

**Valid Usage**

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-accelerationStructure-08924 The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure` feature must be enabled
- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-queryPool-02493 `queryPool` must have been created with a `queryType` matching `queryType`
- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-queryPool-02494 The queries identified by `queryPool` and `firstQuery` must be unavailable
- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-buffer-03736 The `buffer` used to create each acceleration structure in `pAccelerationStructures` must be bound to device memory
- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-query-04880 The sum of `firstQuery` plus `accelerationStructureCount` must be less than or equal to the
number of queries in \textit{queryPool}

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-pAccelerationStructures-04964
  All acceleration structures in \textit{pAccelerationStructures} \textbf{must} have been built prior to the execution of this command

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-accelerationStructures-03431
  All acceleration structures in \textit{pAccelerationStructures} \textbf{must} have been built with \texttt{VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_COMPACTION_BIT_KHR} if \textit{queryType} \textbf{is} \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR}

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-queryType-06742
  \textit{queryType} \textbf{must} be \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR}, \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization_BOTTOM_LEVEL_POINTERS_KHR}, \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR}, or \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization_SIZE_KHR}

\textbf{Valid Usage (Implicit)}

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-commandBuffer-parameter
  \textit{commandBuffer} \textbf{must} be a valid \texttt{VkCommandBuffer} handle

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-pAccelerationStructures-parameter
  \textit{pAccelerationStructures} \textbf{must} be a valid pointer to an array of \textit{accelerationStructureCount} valid \texttt{VkAccelerationStructureKHR} handles

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-queryType-parameter
  \textit{queryType} \textbf{must} be a valid \texttt{VkQueryType} value

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-queryPool-parameter
  \textit{queryPool} \textbf{must} be a valid \texttt{VkQueryPool} handle

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-commandBuffer-recording
  \textit{commandBuffer} \textbf{must} be in the \texttt{recording state}

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-commandBuffer-cmdpool
  The \texttt{VkCommandPool} that \textit{commandBuffer} was allocated from \textbf{must} support compute operations

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-renderpass
  This command \textbf{must} only be called outside of a render pass instance

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-videocoding
  This command \textbf{must} only be called outside of a video coding scope

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-accelerationStructureCount-arraylength
  \textit{accelerationStructureCount} \textbf{must} be greater than \texttt{0}

- VUID-vkCmdWriteAccelerationStructuresPropertiesKHR-commonparent
  Each of \textit{commandBuffer}, \textit{queryPool}, and the elements of \textit{pAccelerationStructures} \textbf{must} have been created, allocated, or retrieved from the same \texttt{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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To copy an acceleration structure call:

```c
// Provided by VK_KHR_acceleration_structure
void vkCmdCopyAccelerationStructureKHR(
    VkCommandBuffer commandBuffer,  // Provided by VK_KHR_acceleration_structure
    const VkCopyAccelerationStructureInfoKHR* pInfo);  // Provided by VK_KHR_acceleration_structure
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pInfo` is a pointer to a `VkCopyAccelerationStructureInfoKHR` structure defining the copy operation.

This command copies the `pInfo->src` acceleration structure to the `pInfo->dst` acceleration structure in the manner specified by `pInfo->mode`.

Accesses to `pInfo->src` and `pInfo->dst` must be synchronized with the `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR` pipeline stage or the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage, and an access type of `VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR` or `VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR` as appropriate.

Valid Usage

- VUID-vkCmdCopyAccelerationStructureKHR-accelerationStructure-08925
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure` feature must be enabled
- VUID-vkCmdCopyAccelerationStructureKHR-buffer-03737
  The buffer used to create `pInfo->src` must be bound to device memory
- VUID-vkCmdCopyAccelerationStructureKHR-buffer-03738
  The buffer used to create `pInfo->dst` must be bound to device memory
Valid Usage (Implicit)

- VUID-vkCmdCopyAccelerationStructureKHR-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdCopyAccelerationStructureKHR-pInfo-parameter
  `pInfo` must be a valid pointer to a valid `VkCopyAccelerationStructureInfoKHR` structure

- VUID-vkCmdCopyAccelerationStructureKHR-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdCopyAccelerationStructureKHR-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations

- VUID-vkCmdCopyAccelerationStructureKHR-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdCopyAccelerationStructureKHR-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkCopyAccelerationStructureInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkCopyAccelerationStructureInfoKHR {
  VkStructureType sType;
  const void* pNext;
  VkAccelerationStructureKHR src;
  VkAccelerationStructureKHR dst;
  VkCopyAccelerationStructureModeKHR mode;
} VkCopyAccelerationStructureInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `src` is the source acceleration structure for the copy.
• `dst` is the target acceleration structure for the copy.
• `mode` is a `VkCopyAccelerationStructureModeKHR` value specifying additional operations to perform during the copy.

### Valid Usage

- **VUID-VkCopyAccelerationStructureInfoKHR-mode-03410**
  
  `mode` must be `VK_COPY_ACCELERATION_STRUCTURE_MODE_COMPACT_KHR` or `VK_COPY_ACCELERATION_STRUCTURE_MODE_CLONE_KHR`

- **VUID-VkCopyAccelerationStructureInfoKHR-src-04963**
  The source acceleration structure `src` must have been constructed prior to the execution of this command.

- **VUID-VkCopyAccelerationStructureInfoKHR-src-03411**
  If `mode` is `VK_COPY_ACCELERATION_STRUCTURE_MODE_COMPACT_KHR`, `src` must have been constructed with `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_COMPACTION_BIT_KHR` in the build.

- **VUID-VkCopyAccelerationStructureInfoKHR-buffer-03718**
  The buffer used to create `src` must be bound to device memory.

- **VUID-VkCopyAccelerationStructureInfoKHR-buffer-03719**
  The buffer used to create `dst` must be bound to device memory.

- **VUID-VkCopyAccelerationStructureInfoKHR-dst-07791**
  The range of memory backing `dst` that is accessed by this command must not overlap the memory backing `src` that is accessed by this command.

### Valid Usage (Implicit)

- **VUID-VkCopyAccelerationStructureInfoKHR-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_COPY_ACCELERATION_STRUCTURE_INFO_KHR`.

- **VUID-VkCopyAccelerationStructureInfoKHR-pNext-pNext**
  `pNext` must be `NULL`.

- **VUID-VkCopyAccelerationStructureInfoKHR-src-parameter**
  `src` must be a valid `VkAccelerationStructureKHR` handle.

- **VUID-VkCopyAccelerationStructureInfoKHR-dst-parameter**
  `dst` must be a valid `VkAccelerationStructureKHR` handle.

- **VUID-VkCopyAccelerationStructureInfoKHR-mode-parameter**
  `mode` must be a valid `VkCopyAccelerationStructureModeKHR` value.

- **VUID-VkCopyAccelerationStructureInfoKHR-commonparent**
  Both of `dst`, and `src` must have been created, allocated, or retrieved from the same `VkDevice`.
Possible values of `mode` specifying additional operations to perform during the copy, are:

```cpp
// Provided by VK_KHR_acceleration_structure
typedef enum VkCopyAccelerationStructureModeKHR {
    VK_COPY_ACCELERATION_STRUCTURE_MODE_CLONE_KHR = 0,
    VK_COPY_ACCELERATION_STRUCTURE_MODE_COMPACT_KHR = 1,
    VK_COPY_ACCELERATION_STRUCTURE_MODE_SERIALIZE_KHR = 2,
    VK_COPY_ACCELERATION_STRUCTURE_MODE_DESERIALIZE_KHR = 3,
} VkCopyAccelerationStructureModeKHR;
```

- **VK_COPY_ACCELERATION_STRUCTURE_MODE_CLONE_KHR** creates a direct copy of the acceleration structure specified in `src` into the one specified by `dst`. The `dst` acceleration structure must have been created with the same parameters as `src`. If `src` contains references to other acceleration structures, `dst` will reference the same acceleration structures.

- **VK_COPY_ACCELERATION_STRUCTURE_MODE_COMPACT_KHR** creates a more compact version of an acceleration structure `src` into `dst`. The acceleration structure `dst` must have been created with a size at least as large as that returned by `vkCmdWriteAccelerationStructuresPropertiesKHR` or `vkWriteAccelerationStructuresPropertiesKHR` after the build of the acceleration structure specified by `src`. If `src` contains references to other acceleration structures, `dst` will reference the same acceleration structures.

- **VK_COPY_ACCELERATION_STRUCTURE_MODE_SERIALIZE_KHR** serializes the acceleration structure to a semi-opaque format which can be reloaded on a compatible implementation.

- **VK_COPY_ACCELERATION_STRUCTURE_MODE_DESERIALIZE_KHR** deserializes the semi-opaque serialization format in the buffer to the acceleration structure.

To copy an acceleration structure to device memory call:

```cpp
// Provided by VK_KHR_acceleration_structure
void vkCmdCopyAccelerationStructureToMemoryKHR(
    VkCommandBuffer commandBuffer, /* commandBuffer is the command buffer into which the command will be recorded. */
    const VkCopyAccelerationStructureToMemoryInfoKHR* pInfo); /* pInfo is an a pointer to a VkCopyAccelerationStructureToMemoryInfoKHR structure defining the copy operation. */
```

Accesses to `pInfo->src` must be synchronized with the `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR` pipeline stage or the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage, and an access type of `VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR`. Accesses to the buffer indicated by `pInfo->dst.deviceAddress` must be synchronized with the `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR` pipeline stage or the `VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR` pipeline stage, and an and an access type of `VK_ACCESS_TRANSFER_WRITE_BIT`.

This command produces the same results as `vkCopyAccelerationStructureToMemoryKHR`, but
writes its result to a device address, and is executed on the device rather than the host. The output may not necessarily be bit-for-bit identical, but it can be equally used by either \texttt{vkCmdCopyMemoryToAccelerationStructureKHR} or \texttt{vkCopyMemoryToAccelerationStructureKHR}.

The defined header structure for the serialized data consists of:

- \texttt{VK_UUID_SIZE} bytes of data matching \texttt{VkPhysicalDeviceIDProperties::driverUUID}
- \texttt{VK_UUID_SIZE} bytes of data identifying the compatibility for comparison using \texttt{vkGetDeviceAccelerationStructureCompatibilityKHR}
- A 64-bit integer of the total size matching the value queried using \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization.SIZE_KHR}
- A 64-bit integer of the deserialized size to be passed in to \texttt{VkAccelerationStructureCreateInfoKHR::size}
- A 64-bit integer of the count of the number of acceleration structure handles following. This value matches the value queried using \texttt{VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization.BOTTOM_LEVEL.POINTERS_KHR}. This will be zero for a bottom-level acceleration structure. For top-level acceleration structures this number is implementation-dependent; the number of and ordering of the handles may not match the instance descriptions which were used to build the acceleration structure.

The corresponding handles matching the values returned by \texttt{vkGetAccelerationStructureDeviceAddressKHR} are tightly packed in the buffer following the count. The application is expected to store a mapping between those handles and the original application-generated bottom-level acceleration structures to provide when deserializing. The serialized data is written to the buffer (or read from the buffer) according to the host endianness.

### Valid Usage

- \texttt{VUID-vkCmdCopyAccelerationStructureToMemoryKHR-accelerationStructure-08926}
  The \texttt{VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure} feature must be enabled
- \texttt{VUID-vkCmdCopyAccelerationStructureToMemoryKHR-pInfo-03739}
  \texttt{pInfo->dst.deviceAddress} must be a valid device address for a buffer bound to device memory
- \texttt{VUID-vkCmdCopyAccelerationStructureToMemoryKHR-pInfo-03740}
  \texttt{pInfo->dst.deviceAddress} must be aligned to 256 bytes
- \texttt{VUID-vkCmdCopyAccelerationStructureToMemoryKHR-pInfo-03741}
  If the buffer pointed to by \texttt{pInfo->dst.deviceAddress} is non-sparse then it must be bound completely and contiguously to a single \texttt{VkDeviceMemory} object
- \texttt{VUID-vkCmdCopyAccelerationStructureToMemoryKHR-None-03559}
  The buffer used to create \texttt{pInfo->src} must be bound to device memory
Valid Usage (Implicit)

- VUID-vkCmdCopyAccelerationStructureToMemoryKHR-commandBuffer-parameter
  - `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdCopyAccelerationStructureToMemoryKHR-pInfo-parameter
  - `pInfo` must be a valid pointer to a valid `VkCopyAccelerationStructureToMemoryInfoKHR` structure

- VUID-vkCmdCopyAccelerationStructureToMemoryKHR-commandBuffer-recording
  - `commandBuffer` must be in the recording state

- VUID-vkCmdCopyAccelerationStructureToMemoryKHR-commandBuffer-cmdpool
  - The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations

- VUID-vkCmdCopyAccelerationStructureToMemoryKHR-renderpass
  - This command must only be called outside of a render pass instance

- VUID-vkCmdCopyAccelerationStructureToMemoryKHR-videocoding
  - This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td>Outside</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

// Provided by VK_KHR_acceleration_structure

```c
typedef struct VkCopyAccelerationStructureToMemoryInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkAccelerationStructureKHR src;
    VkDeviceOrHostAddressKHR dst;
    VkCopyAccelerationStructureModeKHR mode;
} VkCopyAccelerationStructureToMemoryInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **src** is the source acceleration structure for the copy
• **dst** is the device or host address to memory which is the target for the copy
• **mode** is a **VkCopyAccelerationStructureModeKHR** value specifying additional operations to perform during the copy.

### Valid Usage

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-src-04959**
  The source acceleration structure **src** must have been constructed prior to the execution of this command.

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-dst-03561**
  The memory pointed to by **dst** must be at least as large as the serialization size of **src**, as reported by **vkWriteAccelerationStructuresPropertiesKHR** or **vkCmdWriteAccelerationStructuresPropertiesKHR** with a query type of **VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZE_SIZE_KHR**.

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-mode-03412**
  **mode** must be **VK_COPY_ACCELERATION_STRUCTURE_MODE_SERIALIZE_KHR**.

### Valid Usage (Implicit)

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-sType-sType**
  **sType** must be **VK_STRUCTURE_TYPE_COPY_ACCELERATION_STRUCTURE_TO_MEMORY_INFO_KHR**.

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-pNext-pNext**
  **pNext** must be NULL.

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-src-parameter**
  **src** must be a valid **VkAccelerationStructureKHR** handle.

- **VUID-VkCopyAccelerationStructureToMemoryInfoKHR-mode-parameter**
  **mode** must be a valid **VkCopyAccelerationStructureModeKHR** value.

To copy device memory to an acceleration structure call:

```c
// Provided by VK_KHR_acceleration_structure
void vkCmdCopyMemoryToAccelerationStructureKHR(
    VkCommandBuffer commandBuffer,
    const VkCopyMemoryToAccelerationStructureInfoKHR* pInfo);
```

• **commandBuffer** is the command buffer into which the command will be recorded.

• **pInfo** is a pointer to a **VkCopyMemoryToAccelerationStructureInfoKHR** structure defining the copy operation.

Accesses to **pInfo->dst** must be synchronized with the
VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR pipeline stage or the VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR pipeline stage, and an access type of VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR. Accesses to the buffer indicated by pInfo->src.deviceAddress must be synchronized with the VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR pipeline stage or the VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR pipeline stage, and an access type of VK_ACCESS_TRANSFER_READ_BIT.

This command can accept acceleration structures produced by either vkCmdCopyAccelerationStructureToMemoryKHR or vkCopyAccelerationStructureToMemoryKHR.

The structure provided as input to deserialize is as described in vkCmdCopyAccelerationStructureToMemoryKHR, with any acceleration structure handles filled in with the newly-queried handles to bottom level acceleration structures created before deserialization. These do not need to be built at deserialize time, but must be created.

### Valid Usage

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-accelerationStructure-08927
  The VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure feature must be enabled

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-pInfo-03742
  pInfo->src.deviceAddress must be a valid device address for a buffer bound to device memory

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-pInfo-03743
  pInfo->src.deviceAddress must be aligned to 256 bytes

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-pInfo-03744
  If the buffer pointed to by pInfo->src.deviceAddress is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-buffer-03745
  The buffer used to create pInfo->dst must be bound to device memory

### Valid Usage (Implicit)

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-pInfo-parameter
  pInfo must be a valid pointer to a valid VkCopyMemoryToAccelerationStructureInfoKHR structure

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdCopyMemoryToAccelerationStructureKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkCopyMemoryToAccelerationStructureInfoKHR structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkCopyMemoryToAccelerationStructureInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDeviceOrHostAddressConstKHR src;
    VkAccelerationStructureKHR dst;
    VkCopyAccelerationStructureModeKHR mode;
} VkCopyMemoryToAccelerationStructureInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `src` is the device or host address to memory containing the source data for the copy.
- `dst` is the target acceleration structure for the copy.
- `mode` is a VkCopyAccelerationStructureModeKHR value specifying additional operations to perform during the copy.

Valid Usage

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-src-04960
  The source memory pointed to by `src` must contain data previously serialized using `vkCmdCopyAccelerationStructureToMemoryKHR`, potentially modified to relocate...
acceleration structure references as described in that command

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-mode-03413
  mode must be VK_COPY_ACCELERATION_STRUCTURE_MODE_DESERIALIZE_KHR

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-pInfo-03414
  The data in src must have a format compatible with the destination physical device as returned by vkGetDeviceAccelerationStructureCompatibilityKHR

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-dst-03746
  dst must have been created with a size greater than or equal to that used to serialize the data in src

---

**Valid Usage (Implicit)**

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_MEMORY_TO_ACCELERATION_STRUCTURE_INFO_KHR

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-pNext-pNext
  pNext must be NULL

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-dst-parameter
  dst must be a valid VkAccelerationStructureKHR handle

- VUID-VkCopyMemoryToAccelerationStructureInfoKHR-mode-parameter
  mode must be a valid VkCopyAccelerationStructureModeKHR value

To check if a serialized acceleration structure is compatible with the current device call:

```c
// Provided by VK_KHR_acceleration_structure
void vkGetDeviceAccelerationStructureCompatibilityKHR(
    VkDevice device,
    const VkAccelerationStructureVersionInfoKHR* pVersionInfo,
    VkAccelerationStructureCompatibilityKHR* pCompatibility);
```

- `device` is the device to check the version against.
- `pVersionInfo` is a pointer to a VkAccelerationStructureVersionInfoKHR structure specifying version information to check against the device.
- `pCompatibility` is a pointer to a VkAccelerationStructureCompatibilityKHR value in which compatibility information is returned.

---

**Valid Usage**

- VUID-vkGetDeviceAccelerationStructureCompatibilityKHR-accelerationStructure-08928
  The VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructure feature must be enabled
Valid Usage (Implicit)

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

- VUID-vkGetDeviceAccelerationStructureCompatibilityKHR-pVersionInfo-parameter
  pVersionInfo must be a valid pointer to a valid VkAccelerationStructureVersionInfoKHR structure

- VUID-vkGetDeviceAccelerationStructureCompatibilityKHR-pCompatibility-parameter
  pCompatibility must be a valid pointer to a VkAccelerationStructureCompatibilityKHR value

The VkAccelerationStructureVersionInfoKHR structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkAccelerationStructureVersionInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const uint8_t* pVersionData;
} VkAccelerationStructureVersionInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `pVersionData` is a pointer to the version header of an acceleration structure as defined in vkCmdCopyAccelerationStructureToMemoryKHR

Note

pVersionData is a pointer to an array of 2×VK_UUID_SIZE uint8_t values instead of two VK_UUID_SIZE arrays as the expected use case for this member is to be pointed at the header of a previously serialized acceleration structure (via vkCmdCopyAccelerationStructureToMemoryKHR or vkCopyAccelerationStructureToMemoryKHR) that is loaded in memory. Using arrays would necessitate extra memory copies of the UUIDs.

Valid Usage (Implicit)

- VUID-VkAccelerationStructureVersionInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_VERSION_INFO_KHR

- VUID-VkAccelerationStructureVersionInfoKHR-pNext-pNext
  pNext must be NULL

- VUID-VkAccelerationStructureVersionInfoKHR-pVersionData-parameter
  pVersionData must be a valid pointer to an array of 2×VK_UUID_SIZE uint8_t values
Possible values of \texttt{pCompatibility} returned by \texttt{vkGetDeviceAccelerationStructureCompatibilityKHR} are:

```c
// Provided by VK_KHR_acceleration_structure
typedef enum VkAccelerationStructureCompatibilityKHR {
    VK_ACCELERATION_STRUCTURE_COMPATIBILITY_COMPATIBLE_KHR = 0,
    VK_ACCELERATION_STRUCTURE_COMPATIBILITY_INCOMPATIBLE_KHR = 1,
} VkAccelerationStructureCompatibilityKHR;
```

- \texttt{VK_ACCELERATION_STRUCTURE_COMPATIBILITY_COMPATIBLE_KHR} if the \texttt{pVersionData} version acceleration structure is compatible with \texttt{device}.
- \texttt{VK_ACCELERATION_STRUCTURE_COMPATIBILITY_INCOMPATIBLE_KHR} if the \texttt{pVersionData} version acceleration structure is not compatible with \texttt{device}.

### 33.2. Host Acceleration Structure Operations

Implementations are also required to provide host implementations of the acceleration structure operations if the \texttt{accelerationStructureHostCommands} feature is enabled:

- \texttt{vkBuildAccelerationStructuresKHR} corresponding to \texttt{vkCmdBuildAccelerationStructuresKHR}
- \texttt{vkCopyAccelerationStructureKHR} corresponding to \texttt{vkCmdCopyAccelerationStructureKHR}
- \texttt{vkCopyAccelerationStructureToMemoryKHR} corresponding to \texttt{vkCmdCopyAccelerationStructureToMemoryKHR}
- \texttt{vkCopyMemoryToAccelerationStructureKHR} corresponding to \texttt{vkCmdCopyMemoryToAccelerationStructureKHR}
- \texttt{vkWriteAccelerationStructuresPropertiesKHR} corresponding to \texttt{vkCmdWriteAccelerationStructuresPropertiesKHR}

These commands are functionally equivalent to their device counterparts, except that they are executed on the host timeline, rather than being enqueued into command buffers.

All acceleration structures used by the host commands \textbf{must} be bound to host-visible memory, and all input data for acceleration structure builds \textbf{must} be referenced using host addresses instead of device addresses. Applications are not required to map acceleration structure memory when using the host commands.

\textit{Note}

The \texttt{vkBuildAccelerationStructuresKHR} and \texttt{vkCmdBuildAccelerationStructuresKHR} \textbf{may} use different algorithms, and thus are not required to produce identical structures. The structures produced by these two commands \textbf{may} exhibit different memory footprints or traversal performance, but should strive to be similar where possible.

Apart from these details, the host and device operations are interchangeable. For example, an application \textbf{can} use \texttt{vkBuildAccelerationStructuresKHR} to build a structure, compact it on the device using \texttt{vkCmdCopyAccelerationStructureKHR},
and serialize the result using `vkCopyAccelerationStructureToMemoryKHR`.

**Note**
For efficient execution, acceleration structures manipulated using these commands should always be bound to host cached memory, as the implementation may need to repeatedly read and write this memory during the execution of the command.

To build acceleration structures on the host, call:

```c
// Provided by VK_KHR.acceleration_structure
VkResult vkBuildAccelerationStructuresKHR(
    VkDevice device,                  // Provided by VK_KHR.acceleration_structure
    VkDeferredOperationKHR deferredOperation,  // Provided by VK_KHR.acceleration_structure
    uint32_t infoCount,               // Provided by VK_KHR.acceleration_structure
    const VkAccelerationStructureBuildGeometryInfoKHR* pInfos,  // Provided by VK_KHR.acceleration_structure
    const VkAccelerationStructureBuildRangeInfoKHR* const* ppBuildRangeInfos);
```

- **device** is the `VkDevice` for which the acceleration structures are being built.
- **deferredOperation** is an optional `VkDeferredOperationKHR` to request deferral for this command.
- **infoCount** is the number of acceleration structures to build. It specifies the number of the `pInfos` structures and `ppBuildRangeInfos` pointers that must be provided.
- **pInfos** is a pointer to an array of `infoCount` `VkAccelerationStructureBuildGeometryInfoKHR` structures defining the geometry used to build each acceleration structure.
- **ppBuildRangeInfos** is a pointer to an array of `infoCount` pointers to arrays of `VkAccelerationStructureBuildRangeInfoKHR` structures. Each `ppBuildRangeInfos[i]` is a pointer to an array of `pInfos[i].geometryCount` `VkAccelerationStructureBuildRangeInfoKHR` structures defining dynamic offsets to the addresses where geometry data is stored, as defined by `pInfos[i]`.

This command fulfills the same task as `vkCmdBuildAccelerationStructuresKHR` but is executed by the host.

The `vkBuildAccelerationStructuresKHR` command provides the ability to initiate multiple acceleration structures builds, however there is no ordering or synchronization implied between any of the individual acceleration structure builds.

**Note**
This means that an application **cannot** build a top-level acceleration structure in the same `vkBuildAccelerationStructuresKHR` call as the associated bottom-level or instance acceleration structures are being built. There also **cannot** be any memory aliasing between any acceleration structure memories or scratch memories being used by any of the builds.
Valid Usage

- **VUID-vkBuildAccelerationStructuresKHR-accelerationStructureHostCommands-03581**
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructureHostCommands` feature must be enabled.

- **VUID-vkBuildAccelerationStructuresKHR-mode-04628**
  The `mode` member of each element of `pInfos` must be a valid `VkBuildAccelerationStructureModeKHR` value.

- **VUID-vkBuildAccelerationStructuresKHR-srcAccelerationStructure-04629**
  If the `srcAccelerationStructure` member of any element of `pInfos` is not `VK_NULL_HANDLE`, the `srcAccelerationStructure` member must be a valid `VkAccelerationStructureKHR` handle.

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-04630**
  For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `srcAccelerationStructure` member must not be `VK_NULL_HANDLE`.

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03403**
  The `srcAccelerationStructure` member of any element of `pInfos` must not be the same acceleration structure as the `dstAccelerationStructure` member of any other element of `pInfos`.

- **VUID-vkBuildAccelerationStructuresKHR-dstAccelerationStructure-03698**
  The `dstAccelerationStructure` member of any element of `pInfos` must not be the same acceleration structure as the `dstAccelerationStructure` member of any other element of `pInfos`.

- **VUID-vkBuildAccelerationStructuresKHR-dstAccelerationStructure-03800**
  The `dstAccelerationStructure` member of any element of `pInfos` must be a valid `VkAccelerationStructureKHR` handle.

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03699**
  For each element of `pInfos`, if its `type` member is `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR`, its `dstAccelerationStructure` member must have been created with a value of `VkAccelerationStructureCreateInfoKHR::type` equal to either `VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03700**
  For each element of `pInfos`, if its `type` member is `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR`, its `dstAccelerationStructure` member must have been created with a value of `VkAccelerationStructureCreateInfoKHR::type` equal to either `VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL_KHR` or `VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR`.

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03663**
  For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, inactive primitives in its `srcAccelerationStructure` member must not be made active.
For each element of \( p\text{Infos} \), if its \text{mode} member is \text{VK\_BUILD\_ACCELERATION\_STRUCTURE\_MODE\_UPDATE\_KHR}, active primitives in its \text{srcAccelerationStructure} member must not be made inactive.

The \text{dstAccelerationStructure} member of any element of \( p\text{Infos} \) must not be referenced by the \text{geometry\_instances\_data} member of any element of \( p\text{Geometries} \) or \( pp\text{Geometries} \) with a \text{geometryType} of \text{VK\_GEOMETRY\_TYPE\_INSTANCES\_KHR} in any other element of \( p\text{Infos} \).

The range of memory backing the \text{dstAccelerationStructure} member of any element of \( p\text{Infos} \) that is accessed by this command must not overlap the memory backing the \text{srcAccelerationStructure} member of any other element of \( p\text{Infos} \) with a \text{mode} equal to \text{VK\_BUILD\_ACCELERATION\_STRUCTURE\_MODE\_UPDATE\_KHR}, which is accessed by this command.

The range of memory backing the \text{dstAccelerationStructure} member of any element of \( p\text{Infos} \) that is accessed by this command must not overlap the memory backing the \text{scratchData} member of any element of \( p\text{Infos} \) (including the same element), which is accessed by this command.

The range of memory backing the \text{scratchData} member of any element of \( p\text{Infos} \) that is accessed by this command must not overlap the memory backing the \text{scratchData} member of any other element of \( p\text{Infos} \), which is accessed by this command.

The range of memory backing the \text{scratchData} member of any element of \( p\text{Infos} \) that is accessed by this command must not overlap the memory backing any acceleration structure referenced by the \text{geometry\_instances\_data} member of any element of \( p\text{Geometries} \) or \( pp\text{Geometries} \) with a \text{geometryType} of \text{VK\_GEOMETRY\_TYPE\_INSTANCES\_KHR} in any other element of \( p\text{Infos} \), which is accessed by this command.

For each element of \( p\text{Infos} \), if its \text{mode} member is \text{VK\_BUILD\_ACCELERATION\_STRUCTURE\_MODE\_UPDATE\_KHR}, its \text{srcAccelerationStructure} member must have previously been constructed with \text{VK\_BUILD\_ACCELERATION\_STRUCTURE\_ALLOW\_UPDATE\_BIT\_KHR} set in \text{VkAccelerationStructureBuildGeometryInfoKHR::flags} in the build.
For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `srcAccelerationStructure` and `dstAccelerationStructure` members must either be the same `VkAccelerationStructureKHR`, or not have any memory aliasing.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `geometryCount` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, its `flags` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, its `geometryType` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, its `geometry.triangles.vertexFormat` member must have the same value which was specified when `srcAccelerationStructure` was last built.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, then for each `VkAccelerationStructureGeometryKHR` structure referred to by its `pGeometries` or `ppGeometries` members, if `geometryType` is `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, its `geometry.triangles.maxVertex` member must have the same value which was specified when `srcAccelerationStructure` was last built.
VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, its
geometry.triangles.indexType member **must** have the same value which was specified
when srcAccelerationStructure was last built

- VUID-vkBuildAccelerationStructuresKHR-pInfos-03766
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, if its
  geometry.triangles.transformData address was NULL when srcAccelerationStructure
  was last built, then it **must** be NULL

- VUID-vkBuildAccelerationStructuresKHR-pInfos-03767
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, if its
  geometry.triangles.transformData address was not NULL when srcAccelerationStructure
  was last built, then it **must** not be NULL

- VUID-vkBuildAccelerationStructuresKHR-pInfos-03768
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, if geometryType is VK_GEOMETRY_TYPE_TRIANGLES_KHR, and
  geometry.triangles.indexType is not VK_INDEX_TYPE_NONE_KHR, then the value of each index
  referenced **must** be the same as the corresponding index value when
  srcAccelerationStructure was last built

- VUID-vkBuildAccelerationStructuresKHR-primitiveCount-03769
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, the primitiveCount member of its corresponding
  VkAccelerationStructureBuildRangeInfoKHR structure **must** have the same value which was
  specified when srcAccelerationStructure was last built

- VUID-vkBuildAccelerationStructuresKHR-firstVertex-03770
  For each element of pInfos, if its mode member is
  VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR, then for each
  VkAccelerationStructureGeometryKHR structure referred to by its pGeometries or
  ppGeometries members, if the geometry uses indices, the firstVertex member of its
  corresponding VkAccelerationStructureBuildRangeInfoKHR structure **must** have the same
  value which was specified when srcAccelerationStructure was last built

- VUID-vkBuildAccelerationStructuresKHR-pInfos-03801
  For each element of pInfos[i].pGeometries or pInfos[i].ppGeometries with a geometryType of
  VK_GEOMETRY_TYPE_INSTANCES_KHR, the corresponding ppBuildRangeInfos[i][j].primitiveCount
  **must** be less than or equal to VkPhysicalDeviceAccelerationStructurePropertiesKHR
maxInstanceCount

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03675**
  For each `pInfos[i]`, the `dstAccelerationStructure` must have been created with a value of `VkAccelerationStructureCreateInfoKHR::size` greater than or equal to the memory size required by the build operation, as returned by `vkGetAccelerationStructureBuildSizesKHR` with `pBuildInfo = pInfos[i]` and with each element of the `pMaxPrimitiveCounts` array greater than or equal to the equivalent `ppBuildRangeInfos[i][j].primitiveCount` values for `j` in `[0, pInfos[i].geometryCount)

- **VUID-vkBuildAccelerationStructuresKHR-ppBuildRangeInfos-03676**
  Each element of `ppBuildRangeInfos[i]` must be a valid pointer to an array of `pInfos[i].geometryCount` `VkAccelerationStructureBuildRangeInfoKHR` structures

- **VUID-vkBuildAccelerationStructuresKHR-deferredOperation-03678**
  Any previous deferred operation that was associated with `deferredOperation` must be complete

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03722**
  For each element of `pInfos`, the buffer used to create its `dstAccelerationStructure` member must be bound to host-visible device memory

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03723**
  For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, the buffer used to create its `srcAccelerationStructure` member must be bound to host-visible device memory

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03724**
  For each element of `pInfos`, the buffer used to create each acceleration structure referenced by the `geometry.instances.data` member of any element of `pGeometries` or `ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR` must be bound to host-visible device memory

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03725**
  If `pInfos[i].mode` is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_BUILD_KHR`, all addresses between `pInfos[i].scratchData.hostAddress` and `pInfos[i].scratchData.hostAddress + N - 1` must be valid host memory, where `N` is given by the `buildScratchSize` member of the `VkAccelerationStructureBuildSizesInfoKHR` structure returned from a call to `vkGetAccelerationStructureBuildSizesKHR` with an identical `VkAccelerationStructureBuildSizesInfoKHR` structure and primitive count

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03726**
  If `pInfos[i].mode` is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR`, all addresses between `pInfos[i].scratchData.hostAddress` and `pInfos[i].scratchData.hostAddress + N - 1` must be valid host memory, where `N` is given by the `updateScratchSize` member of the `VkAccelerationStructureBuildSizesInfoKHR` structure returned from a call to `vkGetAccelerationStructureBuildSizesKHR` with an identical `VkAccelerationStructureBuildSizesInfoKHR` structure and primitive count

- **VUID-vkBuildAccelerationStructuresKHR-pInfos-03771**
  For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, the `geometry.triangles.vertexData.hostAddress` must be a
For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.indexType` is not `VK_INDEX_TYPE_NONE_KHR`, `geometry.triangles.indexData.hostAddress` must be a valid host address.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR`, if `geometry.triangles.transformData.hostAddress` is not `0`, it must be a valid host address.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR`, `geometry.aabbs.data.hostAddress` must be a valid host address.

For each element of `pInfos`, the buffer used to create its `dstAccelerationStructure` member must be bound to memory that was not allocated with multiple instances.

For each element of `pInfos`, if its `mode` member is `VK_BUILD_ACCELERATION_STRUCTURE_MODE_UPDATE_KHR` the buffer used to create its `srcAccelerationStructure` member must be bound to memory that was not allocated with multiple instances.

For each element of `pInfos`, the buffer used to create each acceleration structure referenced by the `geometry.instances.data` member of any element of `pGeometries` or `ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR` must be bound to memory that was not allocated with multiple instances.

For any element of `pInfos[i].pGeometries` or `pInfos[i].ppGeometries` with a `geometryType` of `VK_GEOMETRY_TYPE_INSTANCES_KHR`, each `VkAccelerationStructureInstanceKHR::accelerationStructureReference` value in `geometry.instances.data.hostAddress` must be a valid `VkAccelerationStructureKHR` object.

---

**Valid Usage (Implicit)**

- VUID-vkBuildAccelerationStructuresKHR-device-parameter
  device must be a valid `VkDevice` handle

- VUID-vkBuildAccelerationStructuresKHR-deferredOperation-parameter
  If `deferredOperation` is not `VK_NULL_HANDLE`, `deferredOperation` must be a valid `VkDeferredOperationKHR` handle
• VUID-vkBuildAccelerationStructuresKHR-pInfos-parameter
  pInfos must be a valid pointer to an array of infoCount valid
  VkAccelerationStructureBuildGeometryInfoKHR structures

• VUID-vkBuildAccelerationStructuresKHR-ppBuildRangeInfos-parameter
  ppBuildRangeInfos must be a valid pointer to an array of infoCount
  VkAccelerationStructureBuildRangeInfoKHR structures

• VUID-vkBuildAccelerationStructuresKHR-infoCount-arraylength
  infoCount must be greater than 0

• VUID-vkBuildAccelerationStructuresKHR-deferredOperation-parent
  If deferredOperation is a valid handle, it must have been created, allocated, or retrieved
  from device

Return Codes

Success
  • VK_SUCCESS
  • VK_OPERATION_DEFERRED_KHR
  • VK_OPERATION_NOT_DEFERRED_KHR

Failure
  • VK_ERROR_OUT_OF_HOST_MEMORY
  • VK_ERROR_OUT_OF_DEVICE_MEMORY

To copy or compact an acceleration structure on the host, call:

```c
// Provided by VK_KHR_acceleration_structure
VkResult vkCopyAccelerationStructureKHR(
  VkDevice device,
  VkDeferredOperationKHR deferredOperation,
  const VkCopyAccelerationStructureInfoKHR* pInfo);
```

• device is the device which owns the acceleration structures.

• deferredOperation is an optional VkDeferredOperationKHR to request deferral for this command.

• pInfo is a pointer to a VkCopyAccelerationStructureInfoKHR structure defining the copy operation.

This command fulfills the same task as vkCmdCopyAccelerationStructureKHR but is executed by the host.

Valid Usage
The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructureHostCommands` feature must be enabled.

Any previous deferred operation that was associated with `deferredOperation` must be complete.

The buffer used to create `pInfo->src` must be bound to host-visible device memory.

The buffer used to create `pInfo->dst` must be bound to host-visible device memory.

The buffer used to create `pInfo->src` must be bound to memory that was not allocated with multiple instances.

The buffer used to create `pInfo->dst` must be bound to memory that was not allocated with multiple instances.

Valid Usage (Implicit)

Device parameter `device` must be a valid `VkDevice` handle.

If `deferredOperation` is not `VK_NULL_HANDLE`, `deferredOperation` must be a valid `VkDeferredOperationKHR` handle.

`pInfo` must be a valid pointer to a valid `VkCopyAccelerationStructureInfoKHR` structure.

If `deferredOperation` is a valid handle, it must have been created, allocated, or retrieved from `device`.

Return Codes

Success
- `VK_SUCCESS`
- `VK_OPERATION_DEFERRED_KHR`
- `VK_OPERATION_NOT_DEFERRED_KHR`

Failure
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
To copy host accessible memory to an acceleration structure, call:

```c
// Provided by VK_KHR_acceleration_structure
VkResult vkCopyMemoryToAccelerationStructureKHR(
    VkDevice device,
    VkDeferredOperationKHR deferredOperation,
    const VkCopyMemoryToAccelerationStructureInfoKHR* pInfo);
```

- `device` is the device which owns `pInfo->dst`.
- `deferredOperation` is an optional `VkDeferredOperationKHR` to request deferral for this command.
- `pInfo` is a pointer to a `VkCopyMemoryToAccelerationStructureInfoKHR` structure defining the copy operation.

This command fulfills the same task as `vkCmdCopyMemoryToAccelerationStructureKHR` but is executed by the host.

This command can accept acceleration structures produced by either `vkCmdCopyAccelerationStructureToMemoryKHR` or `vkCopyAccelerationStructureToMemoryKHR`.

---

### Valid Usage

- **VUID-vkCopyMemoryToAccelerationStructureKHR-accelerationStructureHostCommands-03583**
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructureHostCommands` feature **must** be enabled

- **VUID-vkCopyMemoryToAccelerationStructureKHR-deferredOperation-03678**
  Any previous deferred operation that was associated with `deferredOperation` **must** be complete

- **VUID-vkCopyMemoryToAccelerationStructureKHR-pInfo-03729**
  `pInfo->src.hostAddress` **must** be a valid host pointer

- **VUID-vkCopyMemoryToAccelerationStructureKHR-pInfo-03750**
  `pInfo->src.hostAddress` **must** be aligned to 16 bytes

- **VUID-vkCopyMemoryToAccelerationStructureKHR-buffer-03730**
  The buffer used to create `pInfo->dst` **must** be bound to host-visible device memory

- **VUID-vkCopyMemoryToAccelerationStructureKHR-buffer-03782**
  The buffer used to create `pInfo->dst` **must** be bound to memory that was not allocated with multiple instances

---

### Valid Usage (Implicit)

- **VUID-vkCopyMemoryToAccelerationStructureKHR-device-parameter**
  `device` **must** be a valid `VkDevice` handle
• **VUID-vkCopyMemoryToAccelerationStructureKHR-deferredOperation-parameter**
  If `deferredOperation` is not `VK_NULL_HANDLE`, `deferredOperation` **must** be a valid `VkDeferredOperationKHR` handle.

• **VUID-vkCopyMemoryToAccelerationStructureKHR-pInfo-parameter**
  `pInfo` **must** be a valid pointer to a valid `VkCopyMemoryToAccelerationStructureInfoKHR` structure.

• **VUID-vkCopyMemoryToAccelerationStructureKHR-deferredOperation-parent**
  If `deferredOperation` is a valid handle, it **must** have been created, allocated, or retrieved from `device`.

---

### Return Codes

**Success**
- `VK_SUCCESS`
- `VK_OPERATION_DEFERRED_KHR`
- `VK_OPERATION_NOT_DEFERRED_KHR`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

---

To copy an acceleration structure to host accessible memory, call:

```cpp
// Provided by VK_KHR_acceleration_structure
VkResult vkCopyAccelerationStructureToMemoryKHR(
    VkDevice device,           // device is the device which owns pInfo->src.
    VkDeferredOperationKHR deferredOperation,  // deferredOperation is an optional VkDeferredOperationKHR to request deferral for this command.
    const VkCopyAccelerationStructureToMemoryInfoKHR* pInfo);  // pInfo is a pointer to a VkCopyAccelerationStructureToMemoryInfoKHR structure defining the copy operation.
```

This command fulfills the same task as `vkCmdCopyAccelerationStructureToMemoryKHR` but is executed by the host.

This command produces the same results as `vkCmdCopyAccelerationStructureToMemoryKHR`, but writes its result directly to a host pointer, and is executed on the host rather than the device. The output **may** not necessarily be bit-for-bit identical, but it can be equally used by either `vkCmdCopyMemoryToAccelerationStructureKHR` or `vkCopyMemoryToAccelerationStructureKHR`. 
Valid Usage

- VUID-vkCopyAccelerationStructureToMemoryKHR-accelerationStructureHostCommands-03584
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR`::accelerationStructureHostCommands feature must be enabled.

- VUID-vkCopyAccelerationStructureToMemoryKHR-deferredOperation-03678
  Any previous deferred operation that was associated with `deferredOperation` must be complete.

- VUID-vkCopyAccelerationStructureToMemoryKHR-buffer-03731
  The buffer used to create `pInfo->src` must be bound to host-visible device memory.

- VUID-vkCopyAccelerationStructureToMemoryKHR-pInfo-03732
  `pInfo->dst.hostAddress` must be a valid host pointer.

- VUID-vkCopyAccelerationStructureToMemoryKHR-pInfo-03751
  `pInfo->dst.hostAddress` must be aligned to 16 bytes.

- VUID-vkCopyAccelerationStructureToMemoryKHR-buffer-03783
  The buffer used to create `pInfo->src` must be bound to memory that was not allocated with multiple instances.

Valid Usage (Implicit)

- VUID-vkCopyAccelerationStructureToMemoryKHR-device-parameter
  `device` must be a valid `VkDevice` handle.

- VUID-vkCopyAccelerationStructureToMemoryKHR-deferredOperation-parameter
  If `deferredOperation` is not `VK_NULL_HANDLE`, `deferredOperation` must be a valid `VkDeferredOperationKHR` handle.

- VUID-vkCopyAccelerationStructureToMemoryKHR-pInfo-parameter
  `pInfo` must be a valid pointer to a valid `VkCopyAccelerationStructureToMemoryInfoKHR` structure.

- VUID-vkCopyAccelerationStructureToMemoryKHR-deferredOperation-parent
  If `deferredOperation` is a valid handle, it must have been created, allocated, or retrieved from `device`.

Return Codes

Success

- `VK_SUCCESS`
- `VK_OPERATION_DEFERRED_KHR`
- `VK_OPERATION_NOT_DEFERRED_KHR`
To query acceleration structure size parameters on the host, call:

```c
// Provided by VK_KHR_acceleration_structure
VkResult vkWriteAccelerationStructuresPropertiesKHR(
    VkDevice   device,      // Provided by VK_KHR_acceleration_structure
    uint32_t   accelerationStructureCount, 
    const VkAccelerationStructureKHR* pAccelerationStructures,  
    VkQueryType queryType,           
    size_t     dataSize,            
    void*      pData,               
    size_t     stride);              
```

- `device` is the device which owns the acceleration structures in `pAccelerationStructures`.
- `accelerationStructureCount` is the count of acceleration structures for which to query the property.
- `pAccelerationStructures` is a pointer to an array of existing previously built acceleration structures.
- `queryType` is a `VkQueryType` value specifying the property to be queried.
- `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`.

This command fulfills the same task as `vkCmdWriteAccelerationStructuresPropertiesKHR` but is executed by the host.

**Valid Usage**

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-accelerationStructureHostCommands-03585**
  The `VkPhysicalDeviceAccelerationStructureFeaturesKHR::accelerationStructureHostCommands` feature must be enabled.

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-pAccelerationStructures-04964**
  All acceleration structures in `pAccelerationStructures` must have been built prior to the execution of this command.

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-accelerationStructures-03431**
  All acceleration structures in `pAccelerationStructures` must have been built with `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_COMPACTION_BIT_KHR` if `queryType` is `VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR`. 
queryType must be VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR, VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_BOTTOM_LEVEL_POINTERS_KHR, VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR, or VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR, then stride must be a multiple of the size of VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR, then pData must point to a VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR, then stride must be a multiple of the size of VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR, then pData must point to a VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR, then stride must be a multiple of the size of VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR, then pData must point to a VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_BOTTOM_LEVEL_POINTERS_KHR, then stride must be a multiple of the size of VkDeviceSize.

If queryType is VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_BOTTOM_LEVEL_POINTERS_KHR, then pData must point to a VkDeviceSize.

dataSize must be greater than or equal to accelerationStructureCount*stride.

The buffer used to create each acceleration structure in pAccelerationStructures must be bound to host-visible device memory.

The buffer used to create each acceleration structure in pAccelerationStructures must be bound to memory that was not allocated with multiple instances.
Valid Usage (Implicit)

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-device-parameter**: `device` must be a valid `VkDevice` handle

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-pAccelerationStructures-parameter**: `pAccelerationStructures` must be a valid pointer to an array of `accelerationStructureCount` valid `VkAccelerationStructureKHR` handles

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-queryType-parameter**: `queryType` must be a valid `VkQueryType` value

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-pData-parameter**: `pData` must be a valid pointer to an array of `dataSize` bytes

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-accelerationStructureCount-arraylength**: `accelerationStructureCount` must be greater than 0

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-dataSize-arraylength**: `dataSize` must be greater than 0

- **VUID-vkWriteAccelerationStructuresPropertiesKHR-pAccelerationStructures-parent**: Each element of `pAccelerationStructures` 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`
Chapter 34. Micromap

34.1. Micromaps

*Acceleration structures* store and organize geometry for ray tracing, but in some cases it is beneficial to include some information within the geometry, particularly for triangles. A *micromap* organizes this data around a map of values corresponding to subdivided microtriangles which can be added to a triangle geometry when building a *bottom level acceleration structure*.

An *opacity micromap* is a type of micromap which stores information to control intersection opacity as described in *Ray Opacity Micromap*.

A micromap is considered to be constructed if a *micromap build command* or *copy command* has been executed with the given acceleration structure as the destination.

34.1.1. Building Micromaps

To build micromaps call:

```c
// Provided by VK_EXT_opacity_micromap
void vkCmdBuildMicromapsEXT(
    VkCommandBuffer commandBuffer,
    uint32_t infoCount,
    const VkMicromapBuildInfoEXT* pInfos);
```

- *commandBuffer* is the command buffer into which the command will be recorded.
- *infoCount* is the number of micromaps to build. It specifies the number of the *pInfos* structures that must be provided.
- *pInfos* is a pointer to an array of *infoCount* *VkMicromapBuildInfoEXT* structures defining the data used to build each micromap.

The *vkCmdBuildMicromapsEXT* command provides the ability to initiate multiple micromaps builds, however there is no ordering or synchronization implied between any of the individual micromap builds.

**Note**

This means that there cannot be any memory aliasing between any micromap memories or scratch memories being used by any of the builds.

Accesses to the micromap scratch buffers as identified by the *VkMicromapBuildInfoEXT*::*scratchData* buffer device addresses must be synchronized with the *VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT* pipeline stage and an access type of *(VK_ACCESS_2_MICROMAP_READ_BIT_EXT | VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT)*. Accesses to *VkMicromapBuildInfoEXT*::*dstMicromap* must be synchronized with the *VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT* pipeline stage and an access type of *VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT*. 
Accesses to other input buffers as identified by any used values of `VkMicromapBuildInfoEXT::data` or `VkMicromapBuildInfoEXT::triangleArray` must be synchronized with the `VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT` pipeline stage and an access type of `VK_ACCESS_SHADER_READ_BIT`.

**Valid Usage**

- VUID-vkCmdBuildMicromapsEXT-pInfos-07461
  For each `pInfos[i]`, `dstMicromap` must have been created with a value of `VkMicromapCreateInfoEXT::size` greater than or equal to the memory size required by the build operation, as returned by `vkGetMicromapBuildSizesEXT` with `pBuildInfo = pInfos[i]`

- VUID-vkCmdBuildMicromapsEXT-mode-07462
  The `mode` member of each element of `pInfos` must be a valid `VkBuildMicromapModeEXT` value

- VUID-vkCmdBuildMicromapsEXT-dstMicromap-07463
  The `dstMicromap` member of any element of `pInfos` must be a valid `VkMicromapEXT` handle

- VUID-vkCmdBuildMicromapsEXT-pInfos-07464
  For each element of `pInfos` its `type` member must match the value of `VkMicromapCreateInfoEXT::type` when its `dstMicromap` was created

- VUID-vkCmdBuildMicromapsEXT-dstMicromap-07465
  The range of memory backing the `dstMicromap` member of any element of `pInfos` that is accessed by this command must not overlap the memory backing the `dstMicromap` member of any other element of `pInfos`, which is accessed by this command

- VUID-vkCmdBuildMicromapsEXT-dstMicromap-07466
  The range of memory backing the `dstMicromap` member of any element of `pInfos` that is accessed by this command must not overlap the memory backing the `scratchData` member of any element of `pInfos` (including the same element), which is accessed by this command

- VUID-vkCmdBuildMicromapsEXT-scratchData-07467
  The range of memory backing the `scratchData` member of any element of `pInfos` that is accessed by this command must not overlap the memory backing the `scratchData` member of any other element of `pInfos`, which is accessed by this command

- VUID-vkCmdBuildMicromapsEXT-pInfos-07508
  For each element of `pInfos`, the buffer used to create its `dstMicromap` member must be bound to device memory

- VUID-vkCmdBuildMicromapsEXT-pInfos-07509
  If `pInfos[i].mode` is `VK_BUILD_MICROMAP_MODE_BUILD_EXT`, all addresses between `pInfos[i].scratchData.deviceAddress` and `pInfos[i].scratchData.deviceAddress + N - 1` must be in the buffer device address range of the same buffer, where `N` is given by the `buildScratchSize` member of the `VkMicromapBuildSizesInfoEXT` structure returned from a call to `vkGetMicromapBuildSizesEXT` with an identical `VkMicromapBuildInfoEXT` structure and primitive count.
• **VUID-vkCmdBuildMicromapsEXT-data-07510**
The buffers from which the buffer device addresses for all of the *data* and *triangleArray* members of all \( p\text{Infos}[i] \) are queried must have been created with the `VK_BUFFER_USAGE_MICROMAP_BUILD_INPUT_READ_ONLY_BIT_EXT` usage flag.

• **VUID-vkCmdBuildMicromapsEXT-pInfos-07511**
For each element of \( p\text{Infos}[i] \) the buffer from which the buffer device address \( p\text{Infos}[i].\text{scratchData.deviceAddress} \) is queried must have been created with `VK_BUFFER_USAGE_STORAGE_BUFFER_BIT` usage flag.

• **VUID-vkCmdBuildMicromapsEXT-pInfos-07512**
For each element of \( p\text{Infos} \), its `scratchData.deviceAddress`, `data.deviceAddress`, and `triangleArray.deviceAddress` members must be valid device addresses obtained from `vkGetBufferDeviceAddress`.

• **VUID-vkCmdBuildMicromapsEXT-pInfos-07513**
For each element of \( p\text{Infos} \), if `scratchData.deviceAddress`, `data.deviceAddress`, or `triangleArray.deviceAddress` is the address of a non-sparse buffer then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

• **VUID-vkCmdBuildMicromapsEXT-pInfos-07514**
For each element of \( p\text{Infos} \), its `scratchData.deviceAddress` member must be a multiple of `VkPhysicalDeviceAccelerationStructurePropertiesKHR::minAccelerationStructureScratchOffsetAlignment`.

• **VUID-vkCmdBuildMicromapsEXT-pInfos-07515**
For each element of \( p\text{Infos} \), its `triangleArray.deviceAddress` and `data.deviceAddress` members must be a multiple of 256.

---

**Valid Usage (Implicit)**

• **VUID-vkCmdBuildMicromapsEXT-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

• **VUID-vkCmdBuildMicromapsEXT-pInfos-parameter**
  `pInfos` must be a valid pointer to an array of `infoCount` valid `VkMicromapBuildInfoEXT` structures.

• **VUID-vkCmdBuildMicromapsEXT-commandBuffer-recording**
  `commandBuffer` must be in the recording state.

• **VUID-vkCmdBuildMicromapsEXT-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations.

• **VUID-vkCmdBuildMicromapsEXT-renderpass**
  This command must only be called outside of a render pass instance.

• **VUID-vkCmdBuildMicromapsEXT-videocoding**
  This command must only be called outside of a video coding scope.

• **VUID-vkCmdBuildMicromapsEXT-infoCount-arraylength**
  `infoCount` 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>
<th>Render Pass Scope</th>
<th>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Formats which **can** be set in `VkMicromapUsageEXT::format` and `VkMicromapTriangleEXT::format` for micromap builds, are:

```c
// Provided by VK_EXT_opacity_micromap
typedef enum VkOpacityMicromapFormatEXT {
    VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT = 1,
    VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT = 2,
} VkOpacityMicromapFormatEXT;
```

- **`VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT`** indicates that the given micromap format has one bit per subtriangle encoding either fully opaque or fully transparent.
- **`VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT`** indicates that the given micromap format has two bits per subtriangle encoding four modes which can be interpreted as described in ray traversal.

**Note**

For compactness, these values are stored as 16-bit in some structures.

The `VkMicromapBuildInfoEXT` structure is defined as:
// Provided by VK_EXT_opacity_micromap

typedef struct VkMicromapBuildInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkMicromapTypeEXT type;
    VkBuildMicromapFlagsEXT flags;
    VkBuildMicromapModeEXT mode;
    VkMicromapEXT dstMicromap;
    uint32_t usageCountsCount;
    const VkMicromapUsageEXT* pUsageCounts;
    const VkMicromapUsageEXT* const* ppUsageCounts;
    VkDeviceOrHostAddressConstKHR data;
    VkDeviceOrHostAddressKHR scratchData;
    VkDeviceOrHostAddressConstKHR triangleArray;
    VkDeviceSize triangleArrayStride;
} VkMicromapBuildInfoEXT;

• **sType** is a [VkStructureType](#) value identifying this structure.

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

• **type** is a [VkMicromapTypeEXT](#) value specifying the type of micromap being built.

• **flags** is a bitmask of [VkBuildMicromapFlagBitsEXT](#) specifying additional parameters of the micromap.

• **mode** is a [VkBuildMicromapModeEXT](#) value specifying the type of operation to perform.

• **dstMicromap** is a pointer to the target micromap for the build.

• **usageCountsCount** specifies the number of usage counts structures that will be used to determine the size of this micromap.

• **pUsageCounts** is a pointer to an array of [VkMicromapUsageEXT](#) structures.

• **ppUsageCounts** is a pointer to an array of pointers to [VkMicromapUsageEXT](#) structures.

• **data** is the device or host address to memory which contains the data for the micromap.

• **scratchData** is the device or host address to memory that will be used as scratch memory for the build.

• **triangleArray** is the device or host address to memory containing the [VkMicromapTriangleEXT](#) data

• **triangleArrayStride** is the stride in bytes between each element of **triangleArray**

Only one of **pUsageCounts** or **ppUsageCounts** can be a valid pointer, the other must be NULL. The elements of the non-NULL array describe the total counts used to build each micromap. Each element contains a **count** which is the number of micromap triangles of that format and subdivisionLevel contained in the micromap. Multiple elements with the same format and subdivisionLevel are allowed and the total count for that format and subdivisionLevel is the sum of the **count** for each element.

Each micromap triangle refers to one element in **triangleArray** which contains the format and
subdivisionLevel for that particular triangle as well as a dataOffset in bytes which is the location relative to data where that triangle’s micromap data begins. The data at triangleArray is laid out as a 4 byte unsigned integer for the dataOffset followed by a 2 byte unsigned integer for the subdivision level then a 2 byte unsigned integer for the format. In practice, compilers compile VkMicromapTriangleEXT to match this pattern.

For opacity micromaps, the data at data is packed as either one bit per element for VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT or two bits per element for VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT and is packed from LSB to MSB in each byte. The data at each index in those bytes is interpreted as discussed in Ray Opacity Micromap.

Valid Usage

- VUID-VkMicromapBuildInfoEXT-pUsageCounts-07516
  Only one of pUsageCounts or ppUsageCounts can be a valid pointer, the other must be NULL

- VUID-VkMicromapBuildInfoEXT-type-07517
  If type is VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT the format member of VkMicromapUsageEXT must be a valid value from VkOpacityMicromapFormatEXT

- VUID-VkMicromapBuildInfoEXT-type-07518
  If type is VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT the format member of VkMicromapTriangleEXT must be a valid value from VkOpacityMicromapFormatEXT

Valid Usage (Implicit)

- VUID-VkMicromapBuildInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_MICROMAP_BUILD_INFO_EXT

- VUID-VkMicromapBuildInfoEXT-pNext-pNext
  pNext must be NULL

- VUID-VkMicromapBuildInfoEXT-type-parameter
  type must be a valid VkMicromapTypeEXT value

- VUID-VkMicromapBuildInfoEXT-flags-parameter
  flags must be a valid combination of VkBuildMicromapFlagBitsEXT values

- VUID-VkMicromapBuildInfoEXT-pUsageCounts-parameter
  If usageCountsCount is not 0, and pUsageCounts is not NULL, pUsageCounts must be a valid pointer to an array of usageCountsCount VkMicromapUsageEXT structures

- VUID-VkMicromapBuildInfoEXT-ppUsageCounts-parameter
  If usageCountsCount is not 0, and ppUsageCounts is not NULL, ppUsageCounts must be a valid pointer to an array of usageCountsCount valid pointers to VkMicromapUsageEXT structures

The VkBuildMicromapModeEXT enumeration is defined as:

1888
```c
// Provided by VK_EXT_opacity_micromap
typedef enum VkBuildMicromapModeEXT {
    VK_BUILD_MICROMAP_MODE_BUILD_EXT = 0,
} VkBuildMicromapModeEXT;
```

- **VK_BUILD_MICROMAP_MODE_BUILD_EXT** specifies that the destination micromap will be built using the specified data.

The **VkMicromapUsageEXT** structure is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkMicromapUsageEXT {
    uint32_t count;
    uint32_t subdivisionLevel;
    uint32_t format;
} VkMicromapUsageEXT;
```

- **count** is the number of triangles in the usage format defined by the **subdivisionLevel** and **format** below in the micromap
- **subdivisionLevel** is the subdivision level of this usage format
- **format** is the format of this usage format

### Valid Usage

- **VUID-VkMicromapUsageEXT-format-07519**
  If the **VkMicromapTypeEXT** of the micromap is **VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT** then **format** must be **VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT** or **VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT**

- **VUID-VkMicromapUsageEXT-format-07520**
  If the **VkMicromapTypeEXT** of the micromap is **VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT** and **format** is **VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT** then **subdivisionLevel** must be less than or equal to **VkPhysicalDeviceOpacityMicromapPropertiesEXT::maxOpacity2StateSubdivisionLevel**

- **VUID-VkMicromapUsageEXT-format-07521**
  If the **VkMicromapTypeEXT** of the micromap is **VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT** and **format** is **VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT** then **subdivisionLevel** must be less than or equal to **VkPhysicalDeviceOpacityMicromapPropertiesEXT::maxOpacity4StateSubdivisionLevel**

The **format** is interpreted based on the **type** of the micromap using it.

The **VkMicromapTriangleEXT** structure is defined as:
// Provided by VK_EXT_opacity_micromap

typedef struct VkMicromapTriangleEXT {
    uint32_t dataOffset;
    uint16_t subdivisionLevel;
    uint16_t format;
} VkMicromapTriangleEXT;

- `dataOffset` is the offset in bytes of the start of the data for this triangle. This is a byte aligned value.
- `subdivisionLevel` is the subdivision level of this triangle
- `format` is the format of this triangle

### Valid Usage

- VUID-VkMicromapTriangleEXT-format-07522
  If the `VkMicromapTypeEXT` of the micromap is `VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT` then `format` must be `VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT` or `VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT`

- VUID-VkMicromapTriangleEXT-format-07523
  If the `VkMicromapTypeEXT` of the micromap is `VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT` and `format` is `VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT` then `subdivisionLevel` must be less than or equal to ` VkPhysicalDeviceOpacityMicromapPropertiesEXT::maxOpacity2StateSubdivisionLevel`

- VUID-VkMicromapTriangleEXT-format-07524
  If the `VkMicromapTypeEXT` of the micromap is `VK_MICROMAP_TYPE_OPACITY_MICROMAP_EXT` and `format` is `VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT` then `subdivisionLevel` must be less than or equal to ` VkPhysicalDeviceOpacityMicromapPropertiesEXT::maxOpacity4StateSubdivisionLevel`

The `format` is interpreted based on the `type` of the micromap using it.

### 34.1.2. Copying Micromaps

An additional command exists for copying micromaps without updating their contents. Before copying, an application must query the size of the resulting micromap.

To query micromap size parameters call:
void vkCmdWriteMicromapsPropertiesEXT(
    VkCommandBuffer commandBuffer,
    uint32_t micromapCount,
    const VkMicromapEXT* pMicromaps,
    VkQueryType queryType,
    VkQueryPool queryPool,
    uint32_t firstQuery);

- **commandBuffer** is the command buffer into which the command will be recorded.
- **micromapCount** is the count of micromaps for which to query the property.
- **pMicromaps** is a pointer to an array of existing previously built micromaps.
- **queryType** is a VkQueryType value specifying the type of queries managed by the pool.
- **queryPool** is the query pool that will manage the results of the query.
- **firstQuery** is the first query index within the query pool that will contain the micromapCount number of results.

Accesses to any of the micromaps listed in **pMicromaps** must be synchronized with the VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT pipeline stage and an access type of VK_ACCESS_2_MICROMAP_READ_BIT_EXT.

- If **queryType** is VK_QUERY_TYPE_MICROMAP_SERIALIZATION_SIZE_EXT, then the value written out is the number of bytes required by a serialized micromap.
- If **queryType** is VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_EXT, then the value written out is the number of bytes required by a compacted micromap.

## Valid Usage

- VUID-vkCmdWriteMicromapsPropertiesEXT-queryPool-07525
  queryPool must have been created with a queryType matching queryType

- VUID-vkCmdWriteMicromapsPropertiesEXT-queryPool-07526
  The queries identified by queryPool and firstQuery must be unavailable

- VUID-vkCmdWriteMicromapsPropertiesEXT-buffer-07527
  The buffer used to create each micromap in pMicromaps must be bound to device memory

- VUID-vkCmdWriteMicromapsPropertiesEXT-query-07528
  The sum of query plus micromapCount must be less than or equal to the number of queries in queryPool

- VUID-vkCmdWriteMicromapsPropertiesEXT-pMicromaps-07501
  All micromaps in pMicromaps must have been constructed prior to the execution of this command

- VUID-vkCmdWriteMicromapsPropertiesEXT-pMicromaps-07502
  All micromaps in pMicromaps must have been constructed with VK_BUILD_MICROMAP_ALLOW_COMPACTION_BIT_EXT if queryType is
VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_EXT

• VUID-vkCmdWriteMicromapsPropertiesEXT-queryType-07503
  
  `queryType` must be `VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_EXT` or `VK_QUERY_TYPE_MICROMAP_SERIALIZATION_SIZE_EXT`.

Valid Usage (Implicit)

• VUID-vkCmdWriteMicromapsPropertiesEXT-commandBuffer-parameter
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

• VUID-vkCmdWriteMicromapsPropertiesEXT-pMicromaps-parameter
  
  `pMicromaps` must be a valid pointer to an array of `micromapCount` valid `VkMicromapEXT` handles.

• VUID-vkCmdWriteMicromapsPropertiesEXT-queryType-parameter
  
  `queryType` must be a valid `VkQueryType` value.

• VUID-vkCmdWriteMicromapsPropertiesEXT-queryPool-parameter
  
  `queryPool` must be a valid `VkQueryPool` handle.

• VUID-vkCmdWriteMicromapsPropertiesEXT-commandBuffer-recording
  
  `commandBuffer` must be in the recording state.

• VUID-vkCmdWriteMicromapsPropertiesEXT-commandBuffer-cmdpool
  
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations.

• VUID-vkCmdWriteMicromapsPropertiesEXT-renderpass
  
  This command must only be called outside of a render pass instance.

• VUID-vkCmdWriteMicromapsPropertiesEXT-videocoding
  
  This command must only be called outside of a video coding scope.

• VUID-vkCmdWriteMicromapsPropertiesEXT-micromapCount-arraylength
  
  `micromapCount` must be greater than 0.

• VUID-vkCmdWriteMicromapsPropertiesEXT-commonparent
  
  Each of `commandBuffer`, `queryPool`, and the elements of `pMicromaps` 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.
To copy a micromap call:

```c
// Provided by VK_EXT_opacity_micromap
void vkCmdCopyMicromapEXT(
    VkCommandBuffer commandBuffer,
    const VkCopyMicromapInfoEXT* pInfo);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pInfo` is a pointer to a `VkCopyMicromapInfoEXT` structure defining the copy operation.

This command copies the `pInfo->src` micromap to the `pInfo->dst` micromap in the manner specified by `pInfo->mode`.

Accesses to `pInfo->src` and `pInfo->dst` must be synchronized with the `VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT` pipeline stage and an access type of `VK_ACCESS_2_MICROMAP_READ_BIT_EXT` or `VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT` as appropriate.

### Valid Usage

- VUID-vkCmdCopyMicromapEXT-buffer-07529
  The `buffer` used to create `pInfo->src` must be bound to device memory

- VUID-vkCmdCopyMicromapEXT-buffer-07530
  The `buffer` used to create `pInfo->dst` must be bound to device memory

### Valid Usage (Implicit)

- VUID-vkCmdCopyMicromapEXT-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdCopyMicromapEXT-pInfo-parameter
  `pInfo` must be a valid pointer to a valid `VkCopyMicromapInfoEXT` structure

- VUID-vkCmdCopyMicromapEXT-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdCopyMicromapEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations
• VUID-vkCmdCopyMicromapEXT-renderpass
  This command must only be called outside of a render pass instance

• VUID-vkCmdCopyMicromapEXT-videocoding
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkCopyMicromapInfoEXT structure is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkCopyMicromapInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkMicromapEXT src;
    VkMicromapEXT dst;
    VkCopyMicromapModeEXT mode;
} VkCopyMicromapInfoEXT;
```

• `sType` is a VkStructureType value identifying this structure.
• `pNext` is NULL or a pointer to a structure extending this structure.
• `src` is the source micromap for the copy.
• `dst` is the target micromap for the copy.
• `mode` is a VkCopyMicromapModeEXT value specifying additional operations to perform during the copy.

### Valid Usage

• VUID-VkCopyMicromapInfoEXT-mode-07531
  mode must be VK_COPY_MICROMAP_MODE_COMPACT_EXT or VK_COPY_MICROMAP_MODE_CLONE_EXT

• VUID-VkCopyMicromapInfoEXT-src-07532
The source acceleration structure \textit{src} \textbf{must} have been constructed prior to the execution of this command.

- \textbf{VUID-VkCopyMicromapInfoEXT-mode-07533}
  If \textit{mode} is \texttt{VK_COPY_MICROMAP_MODE_COMPACT_EXT}, \textit{src} \textbf{must} have been constructed with \texttt{VK_BUILD_MICROMAP_ALLOW_COMPACTION_BIT_EXT} in the build.

- \textbf{VUID-VkCopyMicromapInfoEXT-buffer-07534}
  The \textit{buffer} used to create \textit{src} \textbf{must} be bound to device memory.

- \textbf{VUID-VkCopyMicromapInfoEXT-buffer-07535}
  The \textit{buffer} used to create \textit{dst} \textbf{must} be bound to device memory.

### Valid Usage (Implicit)

- \textbf{VUID-VkCopyMicromapInfoEXT-sType-sType}
  \textit{sType} \textbf{must} be \texttt{VK_STRUCTURE_TYPE_COPY_MICROMAP_INFO_EXT}.

- \textbf{VUID-VkCopyMicromapInfoEXT-pNext-pNext}
  \textit{pNext} \textbf{must} be \texttt{NULL}.

- \textbf{VUID-VkCopyMicromapInfoEXT-src-parameter}
  \textit{src} \textbf{must} be a valid \texttt{VkMicromapEXT} handle.

- \textbf{VUID-VkCopyMicromapInfoEXT-dst-parameter}
  \textit{dst} \textbf{must} be a valid \texttt{VkMicromapEXT} handle.

- \textbf{VUID-VkCopyMicromapInfoEXT-mode-parameter}
  \textit{mode} \textbf{must} be a valid \texttt{VkCopyMicromapModeEXT} value.

- \textbf{VUID-VkCopyMicromapInfoEXT-commonparent}
  Both of \textit{dst}, and \textit{src} \textbf{must} have been created, allocated, or retrieved from the same \texttt{VkDevice}.

Possible values of \textit{mode} specifying additional operations to perform during the copy, are:

```cpp
// Provided by VK_EXT_opacity_micromap
typedef enum VkCopyMicromapModeEXT {
    VK_COPY_MICROMAP_MODE_CLONE_EXT = 0,
    VK_COPY_MICROMAP_MODE_SERIALIZE_EXT = 1,
    VK_COPY_MICROMAP_MODE_DESERIALIZE_EXT = 2,
    VK_COPY_MICROMAP_MODE_COMPACT_EXT = 3,
} VkCopyMicromapModeEXT;
```

- \texttt{VK_COPY_MICROMAP_MODE_CLONE_EXT} creates a direct copy of the micromap specified in \textit{src} into the one specified by \textit{dst}. The \textit{dst} micromap \textbf{must} have been created with the same parameters as \textit{src}.

- \texttt{VK_COPY_MICROMAP_MODE_SERIALIZE_EXT} serializes the micromap to a semi-opaque format which can be reloaded on a compatible implementation.

- \texttt{VK_COPY_MICROMAP_MODE_DESERIALIZE_EXT} deserializes the semi-opaque serialization format in the
buffer to the micromap.

- **VK_COPY_MICROMAP_MODE_COMPACT_EXT** creates a more compact version of a micromap `src` into `dst`. The micromap `dst` must have been created with a size at least as large as that returned by `vkCmdWriteMicromapsPropertiesEXT` after the build of the micromap specified by `src`.

To copy a micromap to device memory call:

```c
// Provided by VK_EXT_opacity_micromap
void vkCmdCopyMicromapToMemoryEXT(
    VkCommandBuffer commandBuffer,
    const VkCopyMicromapToMemoryInfoEXT* pInfo);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pInfo` is an a pointer to a `VkCopyMicromapToMemoryInfoEXT` structure defining the copy operation.

Accesses to `pInfo->src` must be synchronized with the `VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT` pipeline stage and an access type of `VK_ACCESS_2_MICROMAP_READ_BIT_EXT`. Accesses to the buffer indicated by `pInfo->dst.deviceAddress` must be synchronized with the `VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT` pipeline stage and an access type of `VK_ACCESS_TRANSFER_WRITE_BIT`.

This command produces the same results as `vkCopyMicromapToMemoryEXT`, but writes its result to a device address, and is executed on the device rather than the host. The output may not necessarily be bit-for-bit identical, but it can be equally used by either `vkCmdCopyMemoryToMicromapEXT` or `vkCopyMemoryToMicromapEXT`.

The defined header structure for the serialized data consists of:

- **VK_UUID_SIZE** bytes of data matching `VkPhysicalDeviceIDProperties::driverUUID`
- **VK_UUID_SIZE** bytes of data identifying the compatibility for comparison using `vkGetDeviceMicromapCompatibilityEXT` The serialized data is written to the buffer (or read from the buffer) according to the host endianness.

### Valid Usage

- **VUID-vkCmdCopyMicromapToMemoryEXT-pInfo-07536**
  `pInfo->dst.deviceAddress` must be a valid device address for a buffer bound to device memory

- **VUID-vkCmdCopyMicromapToMemoryEXT-pInfo-07537**
  `pInfo->dst.deviceAddress` must be aligned to 256 bytes

- **VUID-vkCmdCopyMicromapToMemoryEXT-pInfo-07538**
  If the buffer pointed to by `pInfo->dst.deviceAddress` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-vkCmdCopyMicromapToMemoryEXT-buffer-07539**
  The buffer used to create `pInfo->src` must be bound to device memory
Valid Usage (Implicit)

- VUID-vkCmdCopyMicromapToMemoryEXT-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdCopyMicromapToMemoryEXT-pInfo-parameter
  `pInfo` must be a valid pointer to a valid `VkCopyMicromapToMemoryInfoEXT` structure

- VUID-vkCmdCopyMicromapToMemoryEXT-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdCopyMicromapToMemoryEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations

- VUID-vkCmdCopyMicromapToMemoryEXT-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdCopyMicromapToMemoryEXT-videocoding
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

// Provided by VK_EXT_opacity_micromap

typedef struct VkCopyMicromapToMemoryInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkMicromapEXT src;
    VkDeviceOrHostAddressKHR dst;
    VkCopyMicromapModeEXT mode;
} VkCopyMicromapToMemoryInfoEXT;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
• src is the source micromap for the copy
• dst is the device or host address to memory which is the target for the copy
• mode is a VkCopyMicromapModeEXT value specifying additional operations to perform during the copy.

Valid Usage

• VUID-VkCopyMicromapToMemoryInfoEXT-src-07540
  The source micromap src must have been constructed prior to the execution of this command
• VUID-VkCopyMicromapToMemoryInfoEXT-dst-07541
  The memory pointed to by dst must be at least as large as the serialization size of src, as reported by vkWriteMicromapsPropertiesEXT or vkCmdWriteMicromapsPropertiesEXT with a query type of VK_QUERY_TYPE_MICROMAP_SERIALIZATION_SIZE_EXT
• VUID-VkCopyMicromapToMemoryInfoEXT-mode-07542
  mode must be VK_COPY_MICROMAP_MODE_SERIALIZE_EXT

Valid Usage (Implicit)

• VUID-VkCopyMicromapToMemoryInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_MICROMAP_TO_MEMORY_INFO_EXT
• VUID-VkCopyMicromapToMemoryInfoEXT-pNext-pNext
  pNext must be NULL
• VUID-VkCopyMicromapToMemoryInfoEXT-src-parameter
  src must be a valid VkMicromapEXT handle
• VUID-VkCopyMicromapToMemoryInfoEXT-mode-parameter
  mode must be a valid VkCopyMicromapModeEXT value

To copy device memory to a micromap call:

```c
// Provided by VK_EXT_opacity_micromap
void vkCmdCopyMemoryToMicromapEXT(
  VkCommandBuffer commandBuffer,
  const VkCopyMemoryToMicromapInfoEXT* pInfo);
```

• commandBuffer is the command buffer into which the command will be recorded.
• pInfo is a pointer to a VkCopyMicromapToMemoryInfoEXT structure defining the copy operation.

Accesses to pInfo->dst must be synchronized with the VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT pipeline stage and an access type of VK_ACCESS_2_MICROMAP_READ_BIT_EXT. Accesses to the buffer indicated by pInfo->src.deviceAddress must be synchronized with the
VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT pipeline stage and an access type of VK_ACCESS_TRANSFER_READ_BIT.

This command can accept micromaps produced by either `vkCmdCopyMicromapToMemoryEXT` or `vkCopyMicromapToMemoryEXT`.

**Valid Usage**

- VUID-vkCmdCopyMemoryToMicromapEXT-pInfo-07543
  pInfo->src.deviceAddress must be a valid device address for a buffer bound to device memory

- VUID-vkCmdCopyMemoryToMicromapEXT-pInfo-07544
  pInfo->src.deviceAddress must be aligned to 256 bytes

- VUID-vkCmdCopyMemoryToMicromapEXT-pInfo-07545
  If the buffer pointed to by pInfo->src.deviceAddress is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdCopyMemoryToMicromapEXT-buffer-07546
  The buffer used to create pInfo->dst must be bound to device memory

**Valid Usage (Implicit)**

- VUID-vkCmdCopyMemoryToMicromapEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdCopyMemoryToMicromapEXT-pInfo-parameter
  pInfo must be a valid pointer to a valid VkCopyMemoryToMicromapInfoEXT structure

- VUID-vkCmdCopyMemoryToMicromapEXT-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdCopyMemoryToMicromapEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support compute operations

- VUID-vkCmdCopyMemoryToMicromapEXT-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdCopyMemoryToMicromapEXT-videocoding
  This command must only be called outside of a video coding scope

**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 `VkCopyMemoryToMicromapInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkCopyMemoryToMicromapInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDeviceOrHostAddressConstKHR src;
    VkMicromapEXT dst;
    VkCopyMicromapModeEXT mode;
} VkCopyMemoryToMicromapInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `src` is the device or host address to memory containing the source data for the copy.
- `dst` is the target micromap for the copy.
- `mode` is a `VkCopyMicromapModeEXT` value specifying additional operations to perform during the copy.

**Valid Usage**

- VUID-VkCopyMemoryToMicromapInfoEXT-src-07547
  The source memory pointed to by `src` must contain data previously serialized using `vkCmdCopyMicromapToMemoryEXT`

- VUID-VkCopyMemoryToMicromapInfoEXT-mode-07548
  `mode` must be `VK_COPY_MICROMAP_MODE_DESERIALIZE_EXT`

- VUID-VkCopyMemoryToMicromapInfoEXT-src-07549
  The data in `src` must have a format compatible with the destination physical device as returned by `vkGetDeviceMicromapCompatibilityEXT`

- VUID-VkCopyMemoryToMicromapInfoEXT-dst-07550
  `dst` must have been created with a size greater than or equal to that used to serialize the data in `src`
Valid Usage (Implicit)

- VUID-VkCopyMemoryToMicromapInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_MEMORY_TO_MICROMAP_INFO_EXT

- VUID-VkCopyMemoryToMicromapInfoEXT-pNext-pNext
  pNext must be NULL

- VUID-VkCopyMemoryToMicromapInfoEXT-dst-parameter
  dst must be a valid VkMicromapEXT handle

- VUID-VkCopyMemoryToMicromapInfoEXT-mode-parameter
  mode must be a valid VkCopyMicromapModeEXT value

To check if a serialized micromap is compatible with the current device call:

```c
// Provided by VK_EXT_opacity_micromap
void vkGetDeviceMicromapCompatibilityEXT(
    VkDevice device,
    const VkMicromapVersionInfoEXT* pVersionInfo,
    VkAccelerationStructureCompatibilityKHR* pCompatibility);
```

- `device` is the device to check the version against.
- `pVersionInfo` is a pointer to a `VkMicromapVersionInfoEXT` structure specifying version information to check against the device.
- `pCompatibility` is a pointer to a `VkAccelerationStructureCompatibilityKHR` value in which compatibility information is returned.

Valid Usage

- VUID-vkGetDeviceMicromapCompatibilityEXT-micromap-07551
  The micromap feature must be enabled

Valid Usage (Implicit)

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

- VUID-vkGetDeviceMicromapCompatibilityEXT-pVersionInfo-parameter
  pVersionInfo must be a valid pointer to a valid VkMicromapVersionInfoEXT structure

- VUID-vkGetDeviceMicromapCompatibilityEXT-pCompatibility-parameter
  pCompatibility must be a valid pointer to a VkAccelerationStructureCompatibilityKHR value

The `VkMicromapVersionInfoEXT` structure is defined as:
// Provided by VK_EXT_opacity_micromap

typedef struct VkMicromapVersionInfoEXT {
    VkStructureType sType;
    const void* pNext;
    const uint8_t* pVersionData;
} VkMicromapVersionInfoEXT;

• `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `pVersionData` is a pointer to the version header of a micromap as defined in `vkCmdCopyMicromapToMemoryEXT`

Note
`pVersionData` is a pointer to an array of 2×`VK_UUID_SIZE` `uint8_t` values instead of two `VK_UUID_SIZE` arrays as the expected use case for this member is to be pointed at the header of a previously serialized micromap (via `vkCmdCopyMicromapToMemoryEXT` or `vkCopyMicromapToMemoryEXT`) that is loaded in memory. Using arrays would necessitate extra memory copies of the UUIDs.

Valid Usage (Implicit)

• VUID-VkMicromapVersionInfoEXT-sType-sType `sType` must be `VK_STRUCTURE_TYPE_MICROMAP_VERSION_INFO_EXT`
• VUID-VkMicromapVersionInfoEXT-pNext-pNext `pNext` must be `NULL`
• VUID-VkMicromapVersionInfoEXT-pVersionData-parameter `pVersionData` must be a valid pointer to an array of 2×`VK_UUID_SIZE` `uint8_t` values

34.2. Host Micromap Operations

Implementations are also required to provide host implementations of the micromap operations if the `micromapHostCommands` feature is enabled:

• `vkBuildMicromapsEXT` corresponding to `vkCmdBuildMicromapsEXT`
• `vkCopyMicromapEXT` corresponding to `vkCmdCopyMicromapEXT`
• `vkCopyMicromapToMemoryEXT` corresponding to `vkCmdCopyMicromapToMemoryEXT`
• `vkCopyMemoryToMicromapEXT` corresponding to `vkCmdCopyMemoryToMicromapEXT`
• `vkWriteMicromapsPropertiesEXT` corresponding to `vkCmdWriteMicromapsPropertiesEXT`

These commands are functionally equivalent to their device counterparts, except that they are executed on the host timeline, rather than being enqueued into command buffers.
All micromaps used by the host commands **must** be bound to host-visible memory, and all input data for micromap builds **must** be referenced using host addresses instead of device addresses. Applications are not required to map micromap memory when using the host commands.

### Note
The `vkBuildMicromapsEXT` and `vkCmdBuildMicromapsEXT` **may** use different algorithms, and thus are not required to produce identical structures.

Apart from these details, the host and device operations are interchangeable.

### Note
For efficient execution, micromaps manipulated using these commands should always be bound to host cached memory, as the implementation may need to repeatedly read and write this memory during the execution of the command.

To build micromaps on the host, call:

```c
// Provided by VK_EXT_opacity_micromap
VkResult vkBuildMicromapsEXT(
    VkDevice device,
    VkDeferredOperationKHR deferredOperation,
    uint32_t infoCount,
    const VkMicromapBuildInfoEXT* pInfos);
```

- **device** is the `VkDevice` for which the micromaps are being built.
- **deferredOperation** is an optional `VkDeferredOperationKHR` to request deferral for this command.
- **infoCount** is the number of micromaps to build. It specifies the number of the `pInfos` that **must** be provided.
- **pInfos** is a pointer to an array of `infoCount` `VkMicromapBuildInfoEXT` structures defining the geometry used to build each micromap.

This command fulfills the same task as `vkCmdBuildMicromapsEXT` but is executed by the host.

The `vkBuildMicromapsEXT` command provides the ability to initiate multiple micromaps builds, however there is no ordering or synchronization implied between any of the individual micromap builds.

### Note
This means that there **cannot** be any memory aliasing between any micromap memories or scratch memories being used by any of the builds.

### Valid Usage

- VUID-vkBuildMicromapsEXT-pInfos-07461
For each \( p\text{Infos}[i] \), \textbf{dstMicromap must} have been created with a value of \texttt{VkMicromapCreateInfoEXT::size} greater than or equal to the memory size required by the build operation, as returned by \texttt{vkGetMicromapBuildSizesEXT} with \( p\text{BuildInfo} = p\text{Infos}[i] \)

- VUID-vkBuildMicromapsEXT-mode-07462
  The \texttt{mode} member of each element of \( p\text{Infos} \) \textbf{must} be a valid \texttt{VkBuildMicromapModeEXT} value

- VUID-vkBuildMicromapsEXT-dstMicromap-07463
  The \texttt{dstMicromap} member of any element of \( p\text{Infos} \) \textbf{must} be a valid \texttt{VkMicromapEXT} handle

- VUID-vkBuildMicromapsEXT-pInfos-07464
  For each element of \( p\text{Infos} \) its \texttt{type} member \textbf{must} match the value of \texttt{VkMicromapCreateInfoEXT::type} when its \texttt{dstMicromap} was created

- VUID-vkBuildMicromapsEXT-dstMicromap-07465
  The range of memory backing the \texttt{dstMicromap} member of any element of \( p\text{Infos} \) that is accessed by this command \textbf{must} not overlap the memory backing the \texttt{dstMicromap} member of any other element of \( p\text{Infos} \), which is accessed by this command

- VUID-vkBuildMicromapsEXT-dstMicromap-07466
  The range of memory backing the \texttt{dstMicromap} member of any element of \( p\text{Infos} \) that is accessed by this command \textbf{must} not overlap the memory backing the \texttt{scratchData} member of any element of \( p\text{Infos} \) (including the same element), which is accessed by this command

- VUID-vkBuildMicromapsEXT-scratchData-07467
  The range of memory backing the \texttt{scratchData} member of any element of \( p\text{Infos} \) that is accessed by this command \textbf{must} not overlap the memory backing the \texttt{scratchData} member of any other element of \( p\text{Infos} \), which is accessed by this command

- VUID-vkBuildMicromapsEXT-pInfos-07552
  For each element of \( p\text{Infos} \), the \texttt{buffer} used to create its \texttt{dstMicromap} member \textbf{must} be bound to host-visible device memory

- VUID-vkBuildMicromapsEXT-pInfos-07553
  For each element of \( p\text{Infos} \), all referenced addresses of \( p\text{Infos}[i].\text{data.hostAddress} \) \textbf{must} be valid host memory

- VUID-vkBuildMicromapsEXT-pInfos-07554
  For each element of \( p\text{Infos} \), all referenced addresses of \( p\text{Infos}[i].\text{triangleArray.hostAddress} \) \textbf{must} be valid host memory

- VUID-vkBuildMicromapsEXT-micromapHostCommands-07555
  The \texttt{VkPhysicalDeviceOpacityMicromapFeaturesEXT::micromapHostCommands} feature \textbf{must} be enabled

- VUID-vkBuildMicromapsEXT-pInfos-07556
  If \( p\text{Infos}[i].\text{mode} \) is \texttt{VK_BUILD_MICROMAP_MODE_BUILD_EXT}, all addresses between \( p\text{Infos}[i].\text{scratchData.hostAddress} \) and \( p\text{Infos}[i].\text{scratchData.hostAddress} + N - 1 \) \textbf{must} be valid host memory, where \( N \) is given by the \texttt{buildScratchSize} member of the \texttt{VkMicromapBuildSizesInfoEXT} structure returned from a call to
vkGetMicromapBuildSizesEXT with an identical VkMicromapBuildInfoEXT structure and primitive count

- VUID-vkBuildMicromapsEXT-pInfos-07557
  For each element of pInfos, the buffer used to create its dstMicromap member must be bound to memory that was not allocated with multiple instances

### Valid Usage (Implicit)

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

- VUID-vkBuildMicromapsEXT-deferredOperation-parameter
  If deferredOperation is not VK_NULL_HANDLE, deferredOperation must be a valid VkDeferredOperationKHR handle

- VUID-vkBuildMicromapsEXT-pInfos-parameter
  pInfos must be a valid pointer to an array of infoCount valid VkMicromapBuildInfoEXT structures

- VUID-vkBuildMicromapsEXT-infoCount-arraylength
  infoCount must be greater than 0

- VUID-vkBuildMicromapsEXT-deferredOperation-parent
  If deferredOperation is a valid handle, it must have been created, allocated, or retrieved from device

### Return Codes

**Success**

- VK_SUCCESS
- VK_OPERATION_DEFERRED_KHR
- VK_OPERATION_NOT_DEFERRED_KHR

**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

To copy or compact a micromap on the host, call:

```c
// Provided by VK_EXT_opacity_micromap
VkResult vkCopyMicromapEXT(
    VkDevice device,           // Device handle.
    VkDeferredOperationKHR deferredOperation,  // Deferred operation handle.
    const VkCopyMicromapInfoEXT* pInfo);  // Pointer to the copy micromap info structure.
```
• **device** is the device which owns the micromaps.

• **deferredOperation** is an optional VkDeferredOperationKHR to request deferral for this command.

• **pInfo** is a pointer to a VkCopyMicromapInfoEXT structure defining the copy operation.

This command fulfills the same task as vkCmdCopyMicromapEXT but is executed by the host.

---

**Valid Usage**

- VUID-vkCopyMicromapEXT-deferredOperation-03678
  Any previous deferred operation that was associated with deferredOperation must be complete

- VUID-vkCopyMicromapEXT-buffer-07558
  The buffer used to create pInfo->src must be bound to host-visible device memory

- VUID-vkCopyMicromapEXT-buffer-07559
  The buffer used to create pInfo->dst must be bound to host-visible device memory

- VUID-vkCopyMicromapEXT-micromapHostCommands-07560
  The VkPhysicalDeviceOpacityMicromapFeaturesEXT::micromapHostCommands feature must be enabled

- VUID-vkCopyMicromapEXT-buffer-07561
  The buffer used to create pInfo->src must be bound to memory that was not allocated with multiple instances

- VUID-vkCopyMicromapEXT-buffer-07562
  The buffer used to create pInfo->dst must be bound to memory that was not allocated with multiple instances

---

**Valid Usage (Implicit)**

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

- VUID-vkCopyMicromapEXT-deferredOperation-parameter
  If deferredOperation is not VK_NULL_HANDLE, deferredOperation must be a valid VkDeferredOperationKHR handle

- VUID-vkCopyMicromapEXT-pInfo-parameter
  pInfo must be a valid pointer to a valid VkCopyMicromapInfoEXT structure

- VUID-vkCopyMicromapEXT-deferredOperation-parent
  If deferredOperation is a valid handle, it must have been created, allocated, or retrieved from device
Return Codes

Success
- VK_SUCCESS
- VK_OPERATION_DEFERRED_KHR
- VK_OPERATION_NOT_DEFERRED_KHR

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

To copy host accessible memory to a micromap, call:

```c
// Provided by VK_EXT_opacity_micromap
VkResult vkCopyMemoryToMicromapEXT(
    VkDevice device,
    VkDeferredOperationKHR deferredOperation,
    const VkCopyMemoryToMicromapInfoEXT* pInfo);
```

- `device` is the device which owns `pInfo->dst`.
- `deferredOperation` is an optional `VkDeferredOperationKHR` to request deferral for this command.
- `pInfo` is a pointer to a `VkCopyMemoryToMicromapInfoEXT` structure defining the copy operation.

This command fulfills the same task as `vkCmdCopyMemoryToMicromapEXT` but is executed by the host.

This command can accept micromaps produced by either `vkCmdCopyMicromapToMemoryEXT` or `vkCopyMicromapToMemoryEXT`.

Valid Usage

- VUID-vkCopyMemoryToMicromapEXT-deferredOperation-03678
  Any previous deferred operation that was associated with `deferredOperation` must be complete

- VUID-vkCopyMemoryToMicromapEXT-pInfo-07563
  `pInfo->src.hostAddress` must be a valid host pointer

- VUID-vkCopyMemoryToMicromapEXT-pInfo-07564
  `pInfo->src.hostAddress` must be aligned to 16 bytes

- VUID-vkCopyMemoryToMicromapEXT-buffer-07565
  The `buffer` used to create `pInfo->dst` must be bound to host-visible device memory

- VUID-vkCopyMemoryToMicromapEXT-micromapHostCommands-07566
The `VkPhysicalDeviceOpacityMicromapFeaturesEXT::micromapHostCommands` feature must be enabled

- VUID-vkCopyMemoryToMicromapEXT-buffer-07567
  The buffer used to create `pInfo->dst` must be bound to memory that was not allocated with multiple instances

### Valid Usage (Implicit)

- VUID-vkCopyMemoryToMicromapEXT-device-parameter
device must be a valid `VkDevice` handle
- VUID-vkCopyMemoryToMicromapEXT-deferredOperation-parameter
  If `deferredOperation` is not `VK_NULL_HANDLE`, `deferredOperation` must be a valid `VkDeferredOperationKHR` handle
- VUID-vkCopyMemoryToMicromapEXT-pInfo-parameter
  `pInfo` must be a valid pointer to a valid `VkCopyMemoryToMicromapInfoEXT` structure
- VUID-vkCopyMemoryToMicromapEXT-deferredOperation-parent
  If `deferredOperation` is a valid handle, it must have been created, allocated, or retrieved from `device`

### Return Codes

**Success**

- `VK_SUCCESS`
- `VK_OPERATION_DEFERRED_KHR`
- `VK_OPERATION_NOT_DEFERRED_KHR`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

To copy a micromap to host accessible memory, call:

```c
// Provided by VK_EXT_opacity_micromap
VkResult vkCopyMicromapToMemoryEXT(
    VkDevice device,
    VkDeferredOperationKHR deferredOperation,
    const VkCopyMicromapToMemoryInfoEXT* pInfo);
```

- `device` is the device which owns `pInfo->src`.
- `deferredOperation` is an optional `VkDeferredOperationKHR` to request deferral for this command.
• pInfo is a pointer to a VkCopyMicromapToMemoryInfoEXT structure defining the copy operation.

This command fulfills the same task as vkCmdCopyMicromapToMemoryEXT but is executed by the host.

This command produces the same results as vkCmdCopyMicromapToMemoryEXT, but writes its result directly to a host pointer, and is executed on the host rather than the device. The output may not necessarily be bit-for-bit identical, but it can be equally used by either vkCmdCopyMemoryToMicromapEXT or vkCopyMemoryToMicromapEXT.

Valid Usage

• VUID-vkCopyMicromapToMemoryEXT-deferredOperation-03678
  Any previous deferred operation that was associated with deferredOperation must be complete

• VUID-vkCopyMicromapToMemoryEXT-buffer-07568
  The buffer used to create pInfo->src must be bound to host-visible device memory

• VUID-vkCopyMicromapToMemoryEXT-pInfo-07569
  pInfo->dst.hostAddress must be a valid host pointer

• VUID-vkCopyMicromapToMemoryEXT-pInfo-07570
  pInfo->dst.hostAddress must be aligned to 16 bytes

• VUID-vkCopyMicromapToMemoryEXT-micromapHostCommands-07571
  The VkPhysicalDeviceOpacityMicromapFeaturesEXT::micromapHostCommands feature must be enabled

• VUID-vkCopyMicromapToMemoryEXT-buffer-07572
  The buffer used to create pInfo->src must be bound to memory that was not allocated with multiple instances

Valid Usage (Implicit)

• VUID-vkCopyMicromapToMemoryEXT-device-parameter
  device must be a valid VkDevice handle

• VUID-vkCopyMicromapToMemoryEXT-deferredOperation-parameter
  If deferredOperation is not VK_NULL_HANDLE, deferredOperation must be a valid VkDeferredOperationKHR handle

• VUID-vkCopyMicromapToMemoryEXT-pInfo-parameter
  pInfo must be a valid pointer to a valid VkCopyMicromapToMemoryInfoEXT structure

• VUID-vkCopyMicromapToMemoryEXT-deferredOperation-parent
  If deferredOperation is a valid handle, it must have been created, allocated, or retrieved from device
Return Codes

Success
• VK_SUCCESS
• VK_OPERATION_DEFERRED_KHR
• VK_OPERATION_NOT_DEFERRED_KHR

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

To query micromap size parameters on the host, call:

```c
// Provided by VK_EXT_opacity_micromap
VkResult vkWriteMicromapsPropertiesEXT(
    VkDevice device,
    uint32_t micromapCount,
    const VkMicromapEXT* pMicromaps,
    VkQueryType queryType,
    size_t dataSize,
    void* pData,
    size_t stride);
```

• `device` is the device which owns the micromaps in `pMicromaps`.
• `micromapCount` is the count of micromaps for which to query the property.
• `pMicromaps` is a pointer to an array of existing previously built micromaps.
• `queryType` is a `VkQueryType` value specifying the property to be queried.
• `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`.

This command fulfills the same task as `vkCmdWriteMicromapsPropertiesEXT` but is executed by the host.

Valid Usage

• VUID-vkWriteMicromapsPropertiesEXT-pMicromaps-07501
  All micromaps in `pMicromaps` must have been constructed prior to the execution of this command

• VUID-vkWriteMicromapsPropertiesEXT-pMicromaps-07502
  All micromaps in `pMicromaps` must have been constructed with `VK_BUILD_MICROMAP_ALLOW_COMPACTION_BIT_EXT` if `queryType` is `VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_EXT`
VUID-vkWriteMicromapsPropertiesEXT-queryType-07503
queryType must be VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_EXT or VK_QUERY_TYPE_MICROMAP.Serialization_SIZE_EXT

VUID-vkWriteMicromapsPropertiesEXT-queryType-07573
If queryType is VK_QUERY_TYPE_MICROMAP.Serialization_SIZE_EXT, then stride must be a multiple of the size of VkDeviceSize

VUID-vkWriteMicromapsPropertiesEXT-queryType-07574
If queryType is VK_QUERY_TYPE_MICROMAP.Serialization_SIZE_EXT, then pData must point to a VkDeviceSize

VUID-vkWriteMicromapsPropertiesEXT-queryType-07575
If queryType is

VUID-vkWriteMicromapsPropertiesEXT-dataSize-07576
dataSize must be greater than or equal to micromapCount*stride

VUID-vkWriteMicromapsPropertiesEXT-buffer-07577
The buffer used to create each micromap in pMicromaps must be bound to host-visible device memory

VUID-vkWriteMicromapsPropertiesEXT-micromapHostCommands-07578
The VkPhysicalDeviceOpacityMicromapFeaturesEXT::micromapHostCommands feature must be enabled

VUID-vkWriteMicromapsPropertiesEXT-buffer-07579
The buffer used to create each micromap in pMicromaps must be bound to memory that was not allocated with multiple instances

Valid Usage (Implicit)

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

VUID-vkWriteMicromapsPropertiesEXT-pMicromaps-parameter
pMicromaps must be a valid pointer to an array of micromapCount valid VkMicromapEXT handles

VUID-vkWriteMicromapsPropertiesEXT-queryType-parameter
queryType must be a valid VkQueryType value

VUID-vkWriteMicromapsPropertiesEXT-pData-parameter
pData must be a valid pointer to an array of dataSize bytes

VUID-vkWriteMicromapsPropertiesEXT-micromapCount-arraylength
micromapCount must be greater than 0

VUID-vkWriteMicromapsPropertiesEXT-dataSize-arraylength
dataSize must be greater than 0

VUID-vkWriteMicromapsPropertiesEXT-pMicromaps-parent
Each element of pMicromaps 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
Chapter 35. Ray Traversal

The ray traversal process identifies and handles intersections between a ray and geometries in an acceleration structure.

Ray traversal cannot be started by a Vulkan API command directly - a shader must execute OpRayQueryProceedKHR or a pipeline trace ray instruction. When the rayTracingPipeline feature is enabled, OpTraceRayKHR can be used for ray tracing in a ray tracing pipeline. When the rayQuery feature is enabled, OpRayQueryProceedKHR can be used in any shader stage.

35.1. Ray Intersection Candidate Determination

Once tracing begins, rays are first tested against instances in a top-level acceleration structure. A ray that intersects an instance will be transformed into the space of the instance to continue traversal within that instance; therefore the transform matrix stored in the instance must be invertible.

In case multiple instances are intersected by a ray, the ray transformation into the space of the instance is invariant under the order in which these instances are encountered in the top-level acceleration structure.

Note
Applying multiple forward and reverse transforms to a ray to transition from one instance to another could result in accumulated errors. Thus an implementation should behave as if the ray is transformed from the origin for each instance independently.

Next, rays are tested against geometries in a bottom-level acceleration structure to determine if a hit occurred between them, initially based only on their geometric properties (i.e. their vertices). The implementation performs similar operations to that of rasterization, but with the effective viewport determined by the parameters of the ray, and the geometry transformed into a space determined by that viewport.

The vertices of each primitive are transformed from acceleration structure space to ray space according to the ray origin and direction as follows:

\[
\begin{pmatrix}
    x_r \\
    y_r \\
    z_r
\end{pmatrix}
= \begin{pmatrix}
    a_z^2(1-c) + c & a_x a_y (1-c) - sa_z & a_x a_z (1-c) + sa_y \\
    a_x a_y (1-c) + sa_z & a_y^2 (1-c) + c & a_y a_z (1-c) - sa_x \\
    a_x a_z (1-c) - sa_y & a_y a_z (1-c) + sa_x & a_z^2 (1-c) + c
\end{pmatrix}
\begin{pmatrix}
    x_{as} - o_x \\
    y_{as} - o_y \\
    z_{as} - o_z
\end{pmatrix}
\]

\( a \) is the axis of rotation from the unnormalized ray direction vector \( d \) to the axis vector \( k \):
\[ a = \begin{cases} \frac{d \times k}{\|d \times k\|} & \text{if } \|d \times k\| \neq 0 \\ \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} & \text{if } \|d \times k\| = 0 \end{cases} \]

\( s \) and \( c \) are the sine and cosine of the angle of rotation about \( a \) from \( d \) to \( k \):

\[
c = \frac{d \cdot k}{\|d\|} \\
s = \sqrt{1 - c^2}
\]

\( k \) is the unit vector:

\[
k = \begin{pmatrix} 0 \\ 0 \\ -1 \end{pmatrix}
\]

\( o \) and \( d \) are the ray origin and unnormalized direction, respectively; the vector described by \( x_{ras}, y_{ras}, \) and \( z_{ras} \) is any position in acceleration structure space; and the vector described by \( x_r, y_r, \) and \( z_r \) is the same position in ray space.

An intersection candidate is a unique point of intersection between a ray and a geometric primitive. For any primitive that has within its bounds a position \( \mathbf{x}_{ras} \mathbf{y}_{ras} \mathbf{z}_{ras} \) such that

\[
x_r = 0 \\
y_r = 0 \\
t_{\min} < \frac{-z_r}{\|d\|} < t_{\max} \quad \text{if the primitive is a triangle,}
\]

\[
t_{\min} \leq \frac{-z_r}{\|d\|} \leq t_{\max} \quad \text{otherwise}
\]

(where \( t = \frac{-z_r}{\|d\|} \)), an intersection candidate exists.

Triangle primitive bounds consist of all points on the plane formed by the three vertices and within the bounds of the edges between the vertices, subject to the watertightness constraints below. AABB primitive bounds consist of all points within an implementation-defined bound which includes the specified box.

Note

The bounds of the AABB including all points internal to the bound implies that a ray started within the AABB will hit that AABB.
The determination of this condition is performed in an implementation specific manner, and may be performed with floating point operations. Due to the complexity and number of operations involved, inaccuracies are expected, particularly as the scale of values involved begins to diverge. Implementations should take efforts to maintain as much precision as possible.

Note

One very common case is when geometries are close to each other at some distance from the origin in acceleration structure space, where an effect similar to “z-fighting” is likely to be observed. Applications can mitigate this by ensuring their detailed geometries remain close to the origin.

Another likely case is when the origin of a ray is set to a position on a previously intersected surface, and its \( t_{\text{min}} \) is zero or near zero; an intersection may be detected on the emitting surface. This case can usually be mitigated by offsetting \( t_{\text{min}} \) slightly.

In the case of AABB geometries, implementations may increase their size in an acceleration structure in order to mitigate precision issues. This may result in false positive intersections being reported to the application.

For triangle intersection candidates, the \( b \) and \( c \) barycentric coordinates on the triangle where the above condition is met are made available to future shading. If the ray was traced with a pipeline trace ray instruction, these values are available as a vector of 2 32-bit floating point values in the \text{HitAttributeKHR} storage class.

Once an intersection candidate is determined, it proceeds through the following operations, in order:

1. Ray Intersection Culling
2. Ray Intersection Confirmation
3. Ray Closest Hit Determination
4. Ray Result Determination

The sections below describe the exact details of these tests. There is no ordering guarantee between operations performed on different intersection candidates.
35.1.1. Watertightness

For a set of triangles with identical transforms, within a single instance:

- Any set of two or more triangles where all triangles have one vertex with an identical position value, that vertex is a *shared vertex*.
- Any set of two triangles with two shared vertices that were specified in the same *winding order* in each triangle have a *shared edge* defined by those vertices.

A *closed fan* is a set of three or more triangles where:

- All triangles in the set have the same shared vertex as one of their vertices.
- All edges that include the above vertex are shared edges.
- All above shared edges are shared by exactly two triangles from the set.
- No two triangles in the set intersect, except at shared edges.
- Every triangle in the set is joined to every other triangle in the set by a series of the above shared edges.

Implementations *should* not double-hit or miss when a ray intersects a shared edge, or a shared vertex of a closed fan.

35.2. Ray Intersection Culling

Candidate intersections go through several phases of culling before confirmation as an actual hit. There is no particular ordering dependency between the different culling operations.

35.2.1. Ray Primitive Culling

If the *rayTraversalPrimitiveCulling* or *rayQuery* features are enabled, the *SkipTrianglesKHR* and *SkipAABBsKHR* ray flags *can* be specified when tracing a ray. *SkipTrianglesKHR* and *SkipAABBsKHR* are mutually exclusive. *SkipTrianglesKHR* is also mutually exclusive with *CullBackFacingTrianglesKHR* and *CullFrontFacingTrianglesKHR*.

If *SkipTrianglesKHR* was included in the *Ray Flags* operand of the ray trace instruction, and the intersection is with a triangle primitive, the intersection is dropped, and no further processing of this intersection occurs. If *VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR* was included in the pipeline, traversal with *pipeline trace ray* instructions will all behave as if *SkipTrianglesKHR* was included in their *Ray Flags* operand.

If *SkipAABBsKHR* was included in the *Ray Flags* operand of the ray trace instruction, and the intersection is with an AABB primitive, the intersection is dropped, and no further processing of this intersection occurs. If *VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR* was included in the pipeline, traversal with *pipeline trace ray* instructions will all behave as if *SkipAABBsKHR* was included in their *Ray Flags* operand.
35.2.2. Ray Mask Culling

Instances can be made invisible to particular rays based on the value of VkAccelerationStructureInstanceKHR::mask used to add that instance to a top-level acceleration structure, and the Cull Mask parameter used to trace the ray.

For the instance which is intersected, if mask & Cull Mask == 0, the intersection is dropped, and no further processing occurs.

35.2.3. Ray Face Culling

As in polygon rasterization, one of the stages of ray traversal is to determine if a triangle primitive is back- or front-facing, and primitives can be culled based on that facing.

If the intersection candidate is with an AABB primitive, this operation is skipped.

Determination

When a ray intersects a triangle primitive, the order that vertices are specified for the polygon affects whether the ray intersects the front or back face. Front or back facing is determined in the same way as they are for rasterization, based on the sign of the polygon’s area but using the ray space coordinates instead of framebuffer coordinates. One way to compute this area is:

\[ a = \frac{-1}{2} \sum_{i=0}^{n-1} x_i^r y_{i+1}^r - x_{i+1}^r y_i^r \]

where \(x_i^r\) and \(y_i^r\) are the x and y ray space coordinates of the ith vertex of the n-vertex polygon (vertices are numbered starting at zero for the purposes of this computation) and \(i \oplus 1\) is \((i + 1) \mod n\).

By default, if \(a\) is negative then the intersection is with the front face of the triangle, otherwise it is with the back face. If VK_GEOMETRY_INSTANCE_TRIANGLE_FLIP_FACING_BIT_KHR is included in VkAccelerationStructureInstanceKHR::flags for the instance containing the intersected triangle, this determination is reversed. Additionally, if \(a\) is 0, the intersection candidate is treated as not intersecting with any face, irrespective of the sign.

Note

In a left-handed coordinate system, an intersection will be with the front face of a triangle if the vertices of the triangle, as defined in index order, appear from the ray’s perspective in a clockwise rotation order. VK_GEOMETRY_INSTANCE_TRIANGLE_FLIP_FACING_BIT_KHR was previously annotated as VK_GEOMETRY_INSTANCE_TRIANGLE_FRONT_COUNTERCLOCKWISE_BIT_KHR because of this.

If the ray was traced with a pipeline trace ray instruction, the HitKindKHR built-in is set to HitKindFrontFacingTriangleKHR if the intersection is with front-facing geometry, and HitKindBackFacingTriangleKHR if the intersection is with back-facing geometry, for shader stages considering this intersection.

If the ray was traced with OpRayQueryProceedKHR, OpRayQueryGetIntersectionFrontFaceKHR will return true for intersection candidates with front faces, or false for back faces.
Culling

If CullBackFacingTrianglesKHR was included in the Ray Flags parameter of the ray trace instruction, and the intersection is determined as with the back face of a triangle primitive, the intersection is dropped, and no further processing of this intersection occurs.

If CullFrontFacingTrianglesKHR was included in the Ray Flags parameter of the ray trace instruction, and the intersection is determined as with the front face of a triangle primitive, the intersection is dropped, and no further processing of this intersection occurs.

This culling is disabled if VK_GEOMETRY_INSTANCE_TRIANGLE_FACING_CULL_DISABLE_BIT_KHR was included in VkAccelerationStructureInstanceKHR::flags for the instance which the intersected geometry belongs to.

Intersection candidates that have not intersected with any face (a == 0) are unconditionally culled, irrespective of ray flags and geometry instance flags.

The CullBackFacingTrianglesKHR and CullFrontFacingTrianglesKHR Ray Flags are mutually exclusive.

35.2.4. Ray Opacity Culling

Each geometry in the acceleration structure may be considered either opaque or not. Opaque geometries continue through traversal as normal, whereas non-opaque geometries need to be either confirmed or discarded by shader code. Intersection candidates can also be culled based on their opacity.

Determination

Each individual intersection candidate is initially determined as opaque if VK_GEOMETRY_OPAQUE_BIT_KHR was included in the VkAccelerationStructureGeometryKHR::flags when the geometry it intersected with was built, otherwise it is considered non-opaque.

If the geometry includes an opacity micromap, the opacity of the intersection at this point is instead derived as described in Ray Opacity Micromap.

If the intersection candidate was generated by an intersection shader, the intersection is initially considered to have opacity matching the AABB candidate that it was generated from.

However, this opacity can be overridden when it is built into an instance. Setting VK_GEOMETRY_INSTANCE_FORCE_OPAQUE_BIT_KHR in VkAccelerationStructureInstanceKHR::flags will force all geometries in the instance to be considered opaque. Similarly, setting VK_GEOMETRY_INSTANCE_FORCE_NO_OPAQUE_BIT_KHR will force all geometries in the instance to be considered non-opaque.

This can again be overridden by including OpaqueKHR or NoOpaqueKHR in the Ray Flags parameter when tracing a ray. OpaqueKHR forces all geometries to behave as if they are opaque, regardless of their build parameters. Similarly, NoOpaqueKHR forces all geometries to behave as if they are non-opaque.

If the ray was traced with OpRayQueryProceedKHR, to determine the opacity of AABB intersection candidates, OpRayQueryGetIntersectionCandidateAABBOpaqueKHR can be used. This instruction will return true for opaque intersection candidates, and false for non-opaque intersection candidates.
Culling

If `CullOpaqueKHR` is included in the Ray Flags parameter when tracing a ray, an intersection with a geometry that is considered opaque is dropped, and no further processing occurs.

If `CullNoOpaqueKHR` is included in the Ray Flags parameter when tracing a ray, an intersection with a geometry that is considered non-opaque is dropped, and no further processing occurs.

The OpaqueKHR, NoOpaqueKHR, CullOpaqueKHR, and CullNoOpaqueKHR Ray Flags are mutually exclusive.

35.2.5. Ray Opacity Micromap

A `VK_GEOMETRY_TYPE_TRIANGLES_KHR` geometry in the acceleration structure may have an opacity micromap associated with it to give finer-grained opacity information.

If the intersection candidate is with a geometry with an associated opacity micromap and `VK_GEOMETRY_INSTANCE_DISABLE_OPACITY_MICROMAPS_EXT` is not set in its instance then the micromap is used to determine geometry opacity instead of the `VK_GEOMETRY_OPAQUE_BIT_KHR` flag in the geometry.

The opacity information in the micromap object is accessed using the candidate intersection u and v coordinates. The integer u and v are computed from \(\lfloor u \rfloor + \lfloor v \rfloor\), clamping \(\lfloor u \rfloor\) as needed to keep the sum less than or equal to \(1 \ll \text{subdivisionlevel}\). These values are mapped into a linear index with a space filling curve which is defined recursively by traversing into the sub-triangle nearest vertex 0, then the middle triangle with ordering flipped, then nearest vertex 1 then nearest vertex 2.

![Figure 24. Example ordering for micromap data](image)

Note

This encoding is spatially coherent, purely hierarchical, and allows a bit-parallel conversion between barycentric address and index values.

See the appendix for reference code implementing this mapping.

The result of the opacity micromap lookup and operations is to treat the intersection as opaque, non-opaque, or ignored. The interpretation of the values depends on
**VK_GEOMETRY_INSTANCE_FORCE_OPACITY_MICROMAP_2_STATE_EXT** in the instance of the candidate intersection or **ForceOpacityMicromap2StateEXT** ray flags on the ray. If either is set, the opacity micromap information is interpreted in 2 state override mode. If the result of the micromap lookup is to treat the intersection candidate as ignored, no further processing of that candidate is done.

If the associated opacity micromap has format **VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT**, each element of the micromap is represented by a single bit at the index derived above.

If the associated opacity micromap has format **VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT**, each element is represented by a two bit value at the index derived above.

<table>
<thead>
<tr>
<th>4 State value</th>
<th>2 State value</th>
<th>Special index value</th>
<th>2 State override</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_TRANSPARENT_EXT</td>
<td>Y</td>
<td>Ignored</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_TRANSPARENT_EXT</td>
<td>N</td>
<td>Ignored</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_OPAQUE_EXT</td>
<td>Y</td>
<td>Opaque</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEX_FULLY_OPAQUE_EXT</td>
<td>N</td>
<td>Opaque</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEXFULLY_UNKNOWN_TRANSPARENT_EXT</td>
<td>Y</td>
<td>Ignored</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEXFULLY_UNKNOWN_TRANSPARENT_EXT</td>
<td>N</td>
<td>Non-opaque</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEXFULLY_UNKNOWN_OPAQUE_EXT</td>
<td>Y</td>
<td>Opaque</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>VK_OPACITY_MICROMAP_SPECIAL_INDEXFULLY_UNKNOWN_OPAQUE_EXT</td>
<td>N</td>
<td>Non-opaque</td>
</tr>
</tbody>
</table>

### 35.3. Ray Intersection Confirmation

Depending on the opacity of intersected geometry and whether it is a triangle or an AABB, candidate intersections are further processed to determine the eventual hit result. Candidates generated from AABB intersections run through the same confirmation process as triangle hits.
35.3.1. AABB Intersection Candidates

For an intersection candidate with an AABB geometry generated by Ray Intersection Candidate Determination, shader code is executed to determine whether any hits should be reported to the traversal infrastructure; no further processing of this intersection candidate occurs. The occurrence of an AABB intersection candidate does not guarantee the ray intersects the primitive bounds. To avoid propagating false intersections the application should verify the intersection candidate before reporting any hits.

If the ray was traced with a pipeline trace ray instruction, an intersection shader is invoked from the Shader Binding Table according to the specified indexing for the intersected geometry. If this shader calls OpReportIntersectionKHR, a new intersection candidate is generated as described below. If the intersection shader is VK_SHADER_UNUSED_KHR (which is only allowed for a zero shader group) then no further processing of the intersection candidate occurs.

Each new candidate generated as a result of this processing is a generated intersection candidate that intersects the AABB geometry, with a t value equal to the Hit parameter of the OpReportIntersectionKHR instruction. The new generated candidate is then independently run through Ray Intersection Confirmation as a generated intersection.

If the ray was traced with OpRayQueryProceedKHR, control is returned to the shader which executed OpRayQueryProceedKHR, returning true. The resulting ray query has a candidate intersection type of RayQueryCandidateIntersectionAABBKHR. OpRayQueryGenerateIntersectionKHR can be called to commit a new intersection candidate with committed intersection type of RayQueryCommittedIntersectionGeneratedKHR. Further ray query processing can be continued by executing OpRayQueryProceedKHR with the same ray query, or intersection can be terminated with OpRayQueryTerminateKHR. Unlike rays traced with a pipeline trace ray instruction, candidates generated in this way skip generated intersection candidate confirmation; applications should make this determination before generating the intersection.

This operation may be executed multiple times for the same intersection candidate.

35.3.2. Triangle and Generated Intersection Candidates

For triangle and generated intersection candidates, additional shader code may be executed based on the intersection’s opacity.

If the intersection is opaque, the candidate is immediately confirmed as a valid hit and passes to the next stage of processing.

For non-opaque intersection candidates, shader code is executed to determine whether a hit occurred or not.

If the ray was traced with a pipeline trace ray instruction, an any-hit shader is invoked from the Shader Binding Table according to the specified indexing. If this shader calls OpIgnoreIntersectionKHR, the candidate is dropped and no further processing of the candidate occurs. If the any-hit shader identified is VK_SHADER_UNUSED_KHR, the candidate is immediately confirmed as a valid hit and passes to the next stage of processing.

If the ray was traced with OpRayQueryProceedKHR, control is returned to the shader which executed
OpRayQueryProceedKHR, returning true. As only triangle candidates participate in this operation with ray queries, the resulting candidate intersection type is always RayQueryCandidateIntersectionTriangleKHR. OpRayQueryConfirmIntersectionKHR can be called on the ray query to confirm the candidate as a hit with committed intersection type of RayQueryCommittedIntersectionTriangleKHR. Further ray query processing can be continued by executing OpRayQueryProceedKHR with the same ray query, or intersection can be terminated with OpRayQueryTerminateKHR. If OpRayQueryConfirmIntersectionKHR has not been executed, the candidate is dropped and no further processing of the candidate occurs.

This operation may be executed multiple times for the same intersection candidate unless VK_GEOMETRY_NO_DUPLICATE_ANY_HIT_INVOCATION_BIT_KHR was specified for the intersected geometry.

### 35.4. Ray Closest Hit Determination

Unless the ray was traced with the TerminateOnFirstHitKHR ray flag, the implementation must track the closest confirmed hit until all geometries have been tested and either confirmed or dropped.

After an intersection candidate is confirmed, its \( t \) value is compared to \( t_{\text{max}} \) to determine which intersection is closer, where \( t \) is the parametric distance along the ray at which the intersection occurred.

- If \( t < t_{\text{max}} \), \( t_{\text{max}} \) is set to \( t \) and the candidate is set as the current closest hit.
- If \( t > t_{\text{max}} \), the candidate is dropped and no further processing of that candidate occurs.
- If \( t = t_{\text{max}} \), the candidate may be set as the current closest hit or dropped.

If TerminateOnFirstHitKHR was included in the Ray Flags used to trace the ray, once the first hit is confirmed, the ray trace is terminated.

### 35.5. Ray Result Determination

Once all candidates have finished processing the prior stages, or if the ray is forcibly terminated, the final result of the ray trace is determined.

If a closest hit result was identified by Ray Closest Hit Determination, a closest hit has occurred, otherwise the final result is a miss.

For rays traced with pipeline trace ray instructions which can invoke a closest hit shader, if a closest hit result was identified, a closest hit shader is invoked from the Shader Binding Table according to the specified indexing for the intersected geometry. Control returns to the shader that executed the pipeline trace ray instruction once this shader returns. This shader is skipped if either the ray flags included SkipClosestHitShaderKHR, or if the closest hit shader identified is VK_SHADER_UNUSED_KHR.

For rays traced with a pipeline trace ray instruction where no hit result was identified, the miss shader identified by the Miss Index parameter of the instruction is invoked. Control returns to the shader that executed the pipeline trace ray instruction once this shader returns. This shader is skipped if the miss shader identified is VK_SHADER_UNUSED_KHR.
If the ray was traced with `OpRayQueryProceedKHR`, control is returned to the shader which executed `OpRayQueryProceedKHR`, returning `false`. If a closest hit was identified by Ray Closest Hit Determination, the ray query will now have a committed intersection type of `RayQueryCommittedIntersectionGeneratedKHR` or `RayQueryCommittedIntersectionTriangleKHR`. If no closest hit was identified, the committed intersection type will be `RayQueryCommittedIntersectionNoneKHR`.

No further processing of a ray query occurs after this result is determined.
Chapter 36. Ray Tracing

Ray tracing uses a separate rendering pipeline from both the graphics and compute pipelines (see Ray Tracing Pipeline).

![Ray tracing pipeline execution diagram](image)

*Figure 25. Ray tracing pipeline execution*

| Interaction between the different shader stages in the ray tracing pipeline |

Within the ray tracing pipeline, a *pipeline trace ray* instruction can be called to perform a *ray traversal* that invokes the various ray tracing shader stages during its execution. The relationship between the ray tracing pipeline object and the geometries present in the acceleration structure traversed is passed into the ray tracing command in a *VkBuffer* object known as a *shader binding table*. *OpExecuteCallableKHR* can also be used in ray tracing pipelines to invoke a *callable shader*.

During execution, control alternates between scheduling and other operations. The scheduling functionality is implementation-specific and is responsible for workload execution. The shader stages are programmable. *Traversal*, which refers to the process of traversing acceleration structures to find potential intersections of rays with geometry, is fixed function.

The programmable portions of the pipeline are exposed in a single-ray programming model, with each invocation handling one ray at a time. Memory operations can be synchronized using standard memory barriers. The *Workgroup* scope and variables with a storage class of *Workgroup* must not be used in the ray tracing pipeline.

### 36.1. Shader Call Instructions

A *shader call* is an instruction which may cause execution to continue elsewhere by creating one or more invocations that execute a different shader stage.

The shader call instructions are:

- *OpTraceRayKHR* which may invoke intersection, any-hit, closest hit, or miss shaders,
• **OpReportIntersectionKHR** which may invoke any-hit shaders, and
• **OpExecuteCallableKHR** which will invoke a callable shader.

The invocations created by shader call instructions are grouped into subgroups by the implementation. Those subgroups may be unrelated to the subgroup of the parent invocation.

*Pipeline trace ray instructions* can be used recursively; invoked shaders can themselves execute pipeline trace ray instructions, to a maximum depth defined by the `maxRayRecursionDepth` limit.

Shaders directly invoked from the API always have a recursion depth of 0; each shader executed by a pipeline trace ray instruction has a recursion depth one higher than the recursion depth of the shader which invoked it. Applications must not invoke a shader with a recursion depth greater than the value of `maxPipelineRayRecursionDepth` specified in the pipeline.

There is no explicit recursion limit for other shader call instructions which may recurse (e.g. **OpExecuteCallableKHR**) but there is an upper bound determined by the stack size.

An *invocation repack instruction* is a ray tracing instruction where the implementation may change the set of invocations that are executing. When a repack instruction is encountered, the invocation is suspended and a new invocation begins and executes the instruction. After executing the repack instruction (which may result in other ray tracing shader stages executing) the new invocation ends and the original invocation is resumed, but it may be resumed in a different subgroup or at a different `SubgroupLocalInvocationId` within the same subgroup. When a subset of invocations in a subgroup execute the invocation repack instruction, those that do not execute it remain in the same subgroup at the same `SubgroupLocalInvocationId`.


The invocations that are executing before a shader call instruction, after the instruction, or are created by the instruction, are shader-call-related.

If the implementation changes the composition of subgroups, the values of `SubgroupSize`, `SubgroupLocalInvocationId`, and builtin variables that are derived from them (**SubgroupEqMask**, **SubgroupGeMask**, **SubgroupGtMask**, **SubgroupLeMask**, **SubgroupLtMask**) must be changed accordingly by the invocation repack instruction. The application must use Volatile semantics on these **BuiltIn** variables when used in the ray generation, closest hit, miss, intersection, and callable shaders. Similarly, the application must use Volatile semantics on any **RayTmaxKHR** decorated **BuiltIn** used in an intersection shader.

---

**Note**

Subgroup operations are permitted in the programmable ray tracing shader stages. However, shader call instructions place a bound on where results of subgroup instructions or subgroup-scoped instructions that execute the dynamic instance of that instruction are potentially valid. For example, care must be taken when using the result of a ballot operation that was computed before an invocation repack instruction, after that repack instruction. The ballot may be incorrect as the set of invocations could have changed.
While the SubgroupSize built-in is required to be declared Volatile, its value will never change unless VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT is set on pipeline creation, as without that bit set, its value is required to match that of VkPhysicalDeviceSubgroupProperties::subgroupSize.

For clock operations, the value of a Subgroup scoped OpReadClockKHR read before the dynamic instance of a repack instruction should not be compared to the result of that clock instruction after the repack instruction.

When a ray tracing shader executes a dynamic instance of an invocation repack instruction which results in another ray tracing shader being invoked, their instructions are related by shader-call-order.

For ray tracing invocations that are shader-call-related:

- memory operations on StorageBuffer, Image, and ShaderRecordBufferKHR storage classes can be synchronized using the ShaderCallKHR scope.

- the CallableDataKHR, IncomingCallableDataKHR, RayPayloadKHR, HitAttributeKHR, and IncomingRayPayloadKHR storage classes are system-synchronized and no application availability and visibility operations are required.

- memory operations within a single invocation before and after the shader call instruction are ordered by program-order and do not require explicit synchronization.

### 36.2. Ray Tracing Commands

Ray tracing commands provoke work in the ray tracing pipeline. Ray tracing commands are recorded into a command buffer and when executed by a queue will produce work that executes according to the currently bound ray tracing pipeline. A ray tracing pipeline must be bound to a command buffer before any ray tracing commands are recorded in that command buffer.

To dispatch ray tracing use:

```c
// Provided by VK_KHR_ray_tracing_pipeline
void vkCmdTraceRaysKHR(
    VkCommandBuffer commandBuffer,
    const VkStridedDeviceAddressRegionKHR* pRaygenShaderBindingTable,
    const VkStridedDeviceAddressRegionKHR* pMissShaderBindingTable,
    const VkStridedDeviceAddressRegionKHR* pHitShaderBindingTable,
    const VkStridedDeviceAddressRegionKHR* pCallableShaderBindingTable,
    uint32_t width,
    uint32_t height,
    uint32_t depth);
```

- `commandBuffer` is the command buffer into which the command will be recorded.

- `pRaygenShaderBindingTable` is a VkStridedDeviceAddressRegionKHR that holds the shader binding table data for the ray generation shader stage.
• **pMissShaderBindingTable** is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the miss shader stage.

• **pHitShaderBindingTable** is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the hit shader stage.

• **pCallableShaderBindingTable** is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the callable shader stage.

• **width** is the width of the ray trace query dimensions.

• **height** is height of the ray trace query dimensions.

• **depth** is depth of the ray trace query dimensions.

When the command is executed, a ray generation group of `width × height × depth` rays is assembled.

---

**Valid Usage**

• **VUID-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-None-06479**
  If a *VkImageView* is sampled with depth comparison, the image view's `format features` **must** contain `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT`

- **VUID-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-OpTypeImage-07027**
  For any *VkImageView* being written as a storage image where the image format field of the `OpTypeImage` is Unknown, the view's `format features` **must** contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`

- **VUID-vkCmdTraceRaysKHR-OpTypeImage-07028**
  For any *VkImageView* being read as a storage image where the image format field of the `OpTypeImage` is Unknown, the view's `format features` **must** contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`

- **VUID-vkCmdTraceRaysKHR-OpTypeImage-07029**
  For any *VkBufferView* being written as a storage texel buffer where the image format field of the `OpTypeImage` is Unknown, the view's `buffer features` **must** contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`

- **VUID-vkCmdTraceRaysKHR-OpTypeImage-07030**
  Any *VkBufferView* being read as a storage texel buffer where the image format field of the `OpTypeImage` is Unknown then the view's `buffer features` **must** contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`

- **VUID-vkCmdTraceRaysKHR-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* or the *VkDescriptorSetLayout* array used to create the current *VkShaderEXT*, as described in *Pipeline Layout Compatibility*

- **VUID-vkCmdTraceRaysKHR-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* or the *VkDescriptorSetLayout* array used to create the current *VkShaderEXT*, as described in *Pipeline Layout Compatibility*

- **VUID-vkCmdTraceRaysKHR-maintenance4-08602**
  If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, as described in `Pipeline Layout Compatibility`.

- **VUID-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-None-08606**
  If the `shaderObject` feature is not enabled, a valid pipeline **must** be bound to the pipeline bind point used by this command.

- **VUID-vkCmdTraceRaysKHR-None-08608**
  If a pipeline is 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-vkCmdTraceRaysKHR-None-08609**
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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-vkCmdTraceRaysKHR-None-08610**
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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-vkCmdTraceRaysKHR-None-08611**
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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-vkCmdTraceRaysKHR-None-08607**
  If the `shaderObject` is enabled, either a valid pipeline **must** be bound to the pipeline bind point used by this command, or a valid combination of valid and `VK_NULL_HANDLE` shader objects **must** be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

- **VUID-vkCmdTraceRaysKHR-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.
If the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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'CBCR 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` created with a format other than `VK_FORMAT_A8_UNORM_KHR` 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 `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the Type of the Texel operand of that instruction must have four components.

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-vkCmdTraceRaysKHR-None-07288**
  Any shader invocation executed by this command must terminate

• **VUID-vkCmdTraceRaysKHR-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-vkCmdTraceRaysKHR-None-03429**
  Any shader group handle referenced by this call must have been queried from the currently bound ray tracing pipeline

• **VUID-vkCmdTraceRaysKHR-None-09458**
  If the bound ray tracing pipeline state was created with the VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR dynamic state enabled then vkCmdSetRayTracingPipelineStackSizeKHR must have been called in the current command buffer prior to this trace command

• **VUID-vkCmdTraceRaysKHR-maxPipelineRayRecursionDepth-03679**
  This command must not cause a shader call instruction to be executed from a shader invocation with a recursion depth greater than the value of maxPipelineRayRecursionDepth used to create the bound ray tracing pipeline

• **VUID-vkCmdTraceRaysKHR-commandBuffer-03635**
  commandBuffer must not be a protected command buffer

• **VUID-vkCmdTraceRaysKHR-size-04023**
  The size member of pRayGenShaderBindingTable must be equal to its stride member

• **VUID-vkCmdTraceRaysKHR-pRayGenShaderBindingTable-03680**
  If the buffer from which pRayGenShaderBindingTable->deviceAddress was queried is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

• **VUID-vkCmdTraceRaysKHR-pRayGenShaderBindingTable-03681**
  The buffer from which the pRayGenShaderBindingTable->deviceAddress is queried must have been created with the VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR usage flag

• **VUID-vkCmdTraceRaysKHR-pRayGenShaderBindingTable-03682**
  pRayGenShaderBindingTable->deviceAddress must be a multiple of VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

• **VUID-vkCmdTraceRaysKHR-pMissShaderBindingTable-03683**
  If the buffer from which pMissShaderBindingTable->deviceAddress was queried is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

• **VUID-vkCmdTraceRaysKHR-pMissShaderBindingTable-03684**
  The buffer from which the pMissShaderBindingTable->deviceAddress is queried must have been created with the VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR usage flag

• **VUID-vkCmdTraceRaysKHR-pMissShaderBindingTable-03685**
  pMissShaderBindingTable->deviceAddress must be a multiple of
VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

- VUID-vkCmdTraceRaysKHR-stride-03686
  pMissShaderBindingTable->stride must be a multiple of
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment

- VUID-vkCmdTraceRaysKHR-stride-04029
  pMissShaderBindingTable->stride must be less than or equal to
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

- VUID-vkCmdTraceRaysKHR-pHitShaderBindingTable-03687
  If the buffer from which pHitShaderBindingTable->deviceAddress was queried is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdTraceRaysKHR-pHitShaderBindingTable-03688
  The buffer from which the pHitShaderBindingTable->deviceAddress is queried must have been created with the VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR usage flag

- VUID-vkCmdTraceRaysKHR-pHitShaderBindingTable-03689
  pHitShaderBindingTable->deviceAddress must be a multiple of
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

- VUID-vkCmdTraceRaysKHR-stride-03690
  pHitShaderBindingTable->stride must be a multiple of
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment

- VUID-vkCmdTraceRaysKHR-stride-04035
  pHitShaderBindingTable->stride must be less than or equal to
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

- VUID-vkCmdTraceRaysKHR-pCallableShaderBindingTable-03691
  If the buffer from which pCallableShaderBindingTable->deviceAddress was queried is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdTraceRaysKHR-pCallableShaderBindingTable-03692
  The buffer from which the pCallableShaderBindingTable->deviceAddress is queried must have been created with the VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR usage flag

- VUID-vkCmdTraceRaysKHR-pCallableShaderBindingTable-03693
  pCallableShaderBindingTable->deviceAddress must be a multiple of
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

- VUID-vkCmdTraceRaysKHR-stride-03694
  pCallableShaderBindingTable->stride must be a multiple of
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment

- VUID-vkCmdTraceRaysKHR-stride-04041
  pCallableShaderBindingTable->stride must be less than or equal to
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

- VUID-vkCmdTraceRaysKHR-flags-03696
  If the currently bound ray tracing pipeline was created with flags that included
  VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR,
  pHitShaderBindingTable->deviceAddress must not be zero
If the currently bound ray tracing pipeline was created with flags that included `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR`, `pHitShaderBindingTable->deviceAddress` must not be zero.

If the currently bound ray tracing pipeline was created with flags that included `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR`, the shader group handle identified by `pMissShaderBindingTable->deviceAddress` must not be set to zero.

If the currently bound ray tracing pipeline was created with flags that included `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR`, entries in the table identified by `pHitShaderBindingTable->deviceAddress` accessed as a result of this command in order to execute an any-hit shader must not be set to zero.

If the currently bound ray tracing pipeline was created with flags that included `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR`, entries in the table identified by `pHitShaderBindingTable->deviceAddress` accessed as a result of this command in order to execute a closest hit shader must not be set to zero.

Any non-zero hit shader group entries in the table identified by `pHitShaderBindingTable->deviceAddress` accessed by this call from a geometry with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR` must have been created with `VK_RAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR`.

Any non-zero hit shader group entries in the table identified by `pHitShaderBindingTable->deviceAddress` accessed by this call from a geometry with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR` must have been created with `VK_RAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR`.

`width` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[0] × VkPhysicalDeviceLimits::maxComputeWorkGroupSize[0]`.

`height` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[1] × VkPhysicalDeviceLimits::maxComputeWorkGroupSize[1]`.

Valid Usage (Implicit)

- VUID-vkCmdTraceRaysKHR-commandBuffer-parameter  
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdTraceRaysKHR-pRaygenShaderBindingTable-parameter  
  `pRaygenShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysKHR-pMissShaderBindingTable-parameter  
  `pMissShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysKHR-pHitShaderBindingTable-parameter  
  `pHitShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysKHR-pCallableShaderBindingTable-parameter  
  `pCallableShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysKHR-commandBuffer-recording  
  `commandBuffer` must be in the recording state

- VUID-vkCmdTraceRaysKHR-commandBuffer-cmdpool  
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations

- VUID-vkCmdTraceRaysKHR-renderpass  
  This command must only be called outside of a render pass instance

- VUID-vkCmdTraceRaysKHR-videocoding  
  This command must only be called outside of a video coding scope

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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To dispatch ray tracing, with some parameters sourced on the device, use:

```c
// Provided by VK_KHR_ray_tracing_pipeline
void vkCmdTraceRaysIndirectKHR(
    VkCommandBuffer commandBuffer,
    const VkStridedDeviceAddressRegionKHR* pRaygenShaderBindingTable,
    const VkStridedDeviceAddressRegionKHR* pMissShaderBindingTable,
    const VkStridedDeviceAddressRegionKHR* pHitShaderBindingTable,
    const VkStridedDeviceAddressRegionKHR* pCallableShaderBindingTable,
    VkDeviceAddress indirectDeviceAddress)
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pRaygenShaderBindingTable` is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the ray generation shader stage.
- `pMissShaderBindingTable` is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the miss shader stage.
- `pHitShaderBindingTable` is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the hit shader stage.
- `pCallableShaderBindingTable` is a `VkStridedDeviceAddressRegionKHR` that holds the shader binding table data for the callable shader stage.
- `indirectDeviceAddress` is a buffer device address which is a pointer to a `VkTraceRaysIndirectCommandKHR` structure containing the trace ray parameters.

`vkCmdTraceRaysIndirectKHR` behaves similarly to `vkCmdTraceRaysKHR` except that the ray trace query dimensions are read by the device from `indirectDeviceAddress` during execution.

### Valid Usage

- **VUID-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-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_MINMAX_BIT

• VUID-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-None-06479
If a VkImageView is sampled with depth comparison, the image view’s format features must contain VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT

• VUID-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-OpTypeImage-07027
For any VkImageView being written as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT

• VUID-vkCmdTraceRaysIndirectKHR-OpTypeImage-07028
For any VkImageView being read as a storage image where the image format field of the OpTypeImage is Unknown, the view’s format features must contain VK_FORMAT_FEATURE_2_STORAGE_READ WITHOUT_FORMAT_BIT

• VUID-vkCmdTraceRaysIndirectKHR-OpTypeImage-07029
For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown`, the view's buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`

- VUID-vkCmdTraceRaysIndirectKHR-OpTypeImage-07030
  Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown` then the view's buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`

- VUID-vkCmdTraceRaysIndirectKHR-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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility

- VUID-vkCmdTraceRaysIndirectKHR-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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility

- VUID-vkCmdTraceRaysIndirectKHR-maintenance4-08602
  If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility

- VUID-vkCmdTraceRaysIndirectKHR-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-vkCmdTraceRaysIndirectKHR-None-08606
  If the `shaderObject` feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command

- VUID-vkCmdTraceRaysIndirectKHR-None-08608
  If a pipeline is 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-vkCmdTraceRaysIndirectKHR-None-08609
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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 or any `VkShaderEXT` bound to a stage corresponding 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 the `shaderObject` is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and `VK_NULL_HANDLE` shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a uniform buffer, it 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 the `robustBufferAccess` feature is not enabled, and any `VkShaderEXT` bound to a stage corresponding to the pipeline bind point used by this command accesses a storage buffer, it 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 YC_aC_b conversion`, that object must only be used with `OpImageSample*` or `OpImageSparseSample*` instructions.
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.

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 created with a format other than VK_FORMAT_A8_UNORM_KHR 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 VkImageView created with the format VK_FORMAT_A8_UNORM_KHR is accessed using OpImageWrite as a result of this command, then the Type of the Texel operand of that instruction must have four components.

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.

Any shader invocation executed by this command must terminate.

Any shader group handle referenced by this call must have been queried from the currently bound ray tracing pipeline.

If the bound ray tracing pipeline state was created with the VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR dynamic state enabled then vkCmdSetRayTracingPipelineStackSizeKHR must have been called in the current command buffer prior to this trace command.

This command must not cause a shader call instruction to be executed from a shader invocation with a recursion depth greater than the value of maxPipelineRayRecursionDepth used to create the bound ray tracing pipeline.

commandBuffer must not be a protected command buffer.
The `size` member of `pRayGenShaderBindingTable` must be equal to its `stride` member.

If the buffer from which `pRayGenShaderBindingTable->deviceAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

The buffer from which the `pRayGenShaderBindingTable->deviceAddress` is queried must have been created with the `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR` usage flag.

`pRayGenShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

If the buffer from which `pMissShaderBindingTable->deviceAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

The buffer from which the `pMissShaderBindingTable->deviceAddress` is queried must have been created with the `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR` usage flag.

`pMissShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

`pMissShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

`pMissShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

`pMissShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

`pMissShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

`pMissShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

`pMissShaderBindingTable->stride` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

`pMissShaderBindingTable->stride` must be less than or equal to `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride`.

If the buffer from which `pHitShaderBindingTable->deviceAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

The buffer from which the `pHitShaderBindingTable->deviceAddress` is queried must have been created with the `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR` usage flag.

`pHitShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

`pHitShaderBindingTable->deviceAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

`pHitShaderBindingTable->stride` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

`pHitShaderBindingTable->stride` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

`pHitShaderBindingTable->stride` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

`pHitShaderBindingTable->stride` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.
pHitShaderBindingTable->stride must be less than or equal to VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

- VUID-vkCmdTraceRaysIndirectKHR-pCallableShaderBindingTable-03691
  If the buffer from which pCallableShaderBindingTable->deviceAddress was queried is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdTraceRaysIndirectKHR-pCallableShaderBindingTable-03692
  The buffer from which the pCallableShaderBindingTable->deviceAddress is queried must have been created with the VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR usage flag

- VUID-vkCmdTraceRaysIndirectKHR-pCallableShaderBindingTable-03693
  pCallableShaderBindingTable->deviceAddress must be a multiple of VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

- VUID-vkCmdTraceRaysIndirectKHR-stride-03694
  pCallableShaderBindingTable->stride must be a multiple of VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment

- VUID-vkCmdTraceRaysIndirectKHR-stride-04041
  pCallableShaderBindingTable->stride must be less than or equal to VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

- VUID-vkCmdTraceRaysIndirectKHR-flags-03696
  If the currently bound ray tracing pipeline was created with flags that included VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR, pHitShaderBindingTable->deviceAddress must not be zero

- VUID-vkCmdTraceRaysIndirectKHR-flags-03697
  If the currently bound ray tracing pipeline was created with flags that included VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR, pHitShaderBindingTable->deviceAddress must not be zero

- VUID-vkCmdTraceRaysIndirectKHR-flags-03511
  If the currently bound ray tracing pipeline was created with flags that included VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR, the shader group handle identified by pMissShaderBindingTable->deviceAddress must not be set to zero

- VUID-vkCmdTraceRaysIndirectKHR-flags-03512
  If the currently bound ray tracing pipeline was created with flags that included VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR, entries in the table identified by pHitShaderBindingTable->deviceAddress accessed as a result of this command in order to execute an any-hit shader must not be set to zero

- VUID-vkCmdTraceRaysIndirectKHR-flags-03513
  If the currently bound ray tracing pipeline was created with flags that included VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR, entries in the table identified by pHitShaderBindingTable->deviceAddress accessed as a result of this command in order to execute a closest hit shader must not be set to zero

- VUID-vkCmdTraceRaysIndirectKHR-flags-03514
  If the currently bound ray tracing pipeline was created with flags that included VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR, entries in the
table identified by `pHitShaderBindingTable->deviceAddress` accessed as a result of this command in order to execute an intersection shader must not be set to zero

- VUID-vkCmdTraceRaysIndirectKHR-pHitShaderBindingTable-04735
  Any non-zero hit shader group entries in the table identified by `pHitShaderBindingTable->deviceAddress` accessed by this call from a geometry with a `geometryType` of `VK_GEOMETRY_TYPE_TRIANGLES_KHR` must have been created with `VKRAY_TRACING_SHADER_GROUP_TYPE_TRIANGLES_HIT_GROUP_KHR`

- VUID-vkCmdTraceRaysIndirectKHR-pHitShaderBindingTable-04736
  Any non-zero hit shader group entries in the table identified by `pHitShaderBindingTable->deviceAddress` accessed by this call from a geometry with a `geometryType` of `VK_GEOMETRY_TYPE_AABBS_KHR` must have been created with `VKRAY_TRACING_SHADER_GROUP_TYPE_PROCEDURAL_HIT_GROUP_KHR`

- VUID-vkCmdTraceRaysIndirectKHR-indirectDeviceAddress-03632
  If the buffer from which `indirectDeviceAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object

- VUID-vkCmdTraceRaysIndirectKHR-indirectDeviceAddress-03633
  The buffer from which `indirectDeviceAddress` was queried must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set

- VUID-vkCmdTraceRaysIndirectKHR-indirectDeviceAddress-03634
  `indirectDeviceAddress` must be a multiple of 4

- VUID-vkCmdTraceRaysIndirectKHR-indirectDeviceAddress-03636
  All device addresses between `indirectDeviceAddress` and `indirectDeviceAddress + sizeof(VkTraceRaysIndirectCommandKHR) - 1` must be in the buffer device address range of the same buffer

- VUID-vkCmdTraceRaysIndirectKHR-rayTracingPipelineTraceRaysIndirect-03637
  The `rayTracingPipelineTraceRaysIndirect` feature must be enabled

---

**Valid Usage (Implicit)**

- VUID-vkCmdTraceRaysIndirectKHR-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdTraceRaysIndirectKHR-pRaygenShaderBindingTable-parameter
  `pRaygenShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysIndirectKHR-pMissShaderBindingTable-parameter
  `pMissShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysIndirectKHR-pHitShaderBindingTable-parameter
  `pHitShaderBindingTable` must be a valid pointer to a valid `VkStridedDeviceAddressRegionKHR` structure

- VUID-vkCmdTraceRaysIndirectKHR-pCallableShaderBindingTable-parameter
  `pCallableShaderBindingTable` must be a valid pointer to a valid
**VkStridedDeviceAddressRegionKHR** structure

- **VUID-vkCmdTraceRaysIndirectKHR-commandBuffer-recording**
  
  *commandBuffer* must be in the recording state

- **VUID-vkCmdTraceRaysIndirectKHR-commandBuffer-cmdpool**
  
  The *VkCommandPool* that *commandBuffer* was allocated from must support compute operations

- **VUID-vkCmdTraceRaysIndirectKHR-renderpass**
  
  This command must only be called outside of a render pass instance

- **VUID-vkCmdTraceRaysIndirectKHR-videocoding**
  
  This command must only be called outside of a video coding scope

### 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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The *VkTraceRaysIndirectCommandKHR* structure is defined as:

```c
// Provided by VK_KHR_ray_tracing_pipeline
typedef struct VkTraceRaysIndirectCommandKHR {
    uint32_t  width;
    uint32_t  height;
    uint32_t  depth;
} VkTraceRaysIndirectCommandKHR;
```

- *width* is the width of the ray trace query dimensions.
- *height* is height of the ray trace query dimensions.
- *depth* is depth of the ray trace query dimensions.

The members of *VkTraceRaysIndirectCommandKHR* have the same meaning as the similarly named parameters of *vkCmdTraceRaysKHR*. 
Valid Usage

• VUID-VkTraceRaysIndirectCommandKHR-width-03638
  width must be less than or equal to VkPhysicalDeviceLimits::maxComputeWorkGroupCount[0] × VkPhysicalDeviceLimits::maxComputeWorkGroupSize[0]

• VUID-VkTraceRaysIndirectCommandKHR-height-03639
  height must be less than or equal to VkPhysicalDeviceLimits::maxComputeWorkGroupCount[1] × VkPhysicalDeviceLimits::maxComputeWorkGroupSize[1]

• VUID-VkTraceRaysIndirectCommandKHR-depth-03640
  depth must be less than or equal to VkPhysicalDeviceLimits::maxComputeWorkGroupCount[2] × VkPhysicalDeviceLimits::maxComputeWorkGroupSize[2]

• VUID-VkTraceRaysIndirectCommandKHR-width-03641
  width × height × depth must be less than or equal to VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxRayDispatchInvocationCount

To dispatch ray tracing, with some parameters sourced on the device, use:

```c
// Provided by VK_KHR_ray_tracing_maintenance1 with VK_KHR_ray_tracing_pipeline
void vkCmdTraceRaysIndirect2KHR(
  VkCommandBuffer commandBuffer,
  VkDeviceAddress indirectDeviceAddress);
```

• commandBuffer is the command buffer into which the command will be recorded.
• indirectDeviceAddress is a buffer device address which is a pointer to a VkTraceRaysIndirectCommand2KHR structure containing the trace ray parameters.

vkCmdTraceRaysIndirect2KHR behaves similarly to vkCmdTraceRaysIndirectKHR except that shader binding table parameters as well as dispatch dimensions are read by the device from indirectDeviceAddress during execution.

Valid Usage

• VUID-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-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
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's format features must contain `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_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`.

For any `VkImageView` being written as a storage image where the image format field of the `OpTypeImage` is Unknown, the view's format features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.

For any `VkImageView` being read as a storage image where the image format field of the `OpTypeImage` is Unknown, the view's format features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT`.

For any `VkBufferView` being written as a storage texel buffer where the image format field of the `OpTypeImage` is Unknown, the view's buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT`.
Any `VkBufferView` being read as a storage texel buffer where the image format field of the `OpTypeImage` is `Unknown` then the view’s buffer features must contain `VK_FORMAT_FEATURE_2_STORAGE_READ WITHOUT_FORMAT_BIT`.

- **VUID-vkCmdTraceRaysIndirect2KHR-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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdTraceRaysIndirect2KHR-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` or the `VkDescriptorSetLayout` array used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdTraceRaysIndirect2KHR-maintenance4-08602**
  
  If the `maintenance4` feature is not enabled, then 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` or the `VkDescriptorSetLayout` and `VkPushConstantRange` arrays used to create the current `VkShaderEXT`, as described in Pipeline Layout Compatibility.

- **VUID-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-None-08606**
  
  If the `shaderObject` feature is not enabled, a valid pipeline must be bound to the pipeline bind point used by this command.

- **VUID-vkCmdTraceRaysIndirect2KHR-None-08608**
  
  If a pipeline is 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-vkCmdTraceRaysIndirect2KHR-None-08609**
  
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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-vkCmdTraceRaysIndirect2KHR-None-08610**
  
  If the `VkPipeline` object bound to the pipeline bind point used by this command or any `VkShaderEXT` bound to a stage corresponding 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-vkCmdTraceRaysIndirect2KHR-None-08611**
  If the *VkPipeline* object bound to the pipeline bind point used by this command or any *VkShaderEXT* bound to a stage corresponding 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-vkCmdTraceRaysIndirect2KHR-None-08607**
  If the *shaderObject* is enabled, either a valid pipeline must be bound to the pipeline bind point used by this command, or a valid combination of valid and *VK_NULL_HANDLE* shader objects must be bound to every supported shader stage corresponding to the pipeline bind point used by this command.

- **VUID-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-OpImageWrite-08795**
  If a `VkImageView` created with a format other than `VK_FORMAT_A8_UNORM_KHR` 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-vkCmdTraceRaysIndirect2KHR-OpImageWrite-08796**
  If a `VkImageView` created with the format `VK_FORMAT_A8_UNORM_KHR` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have four components

- **VUID-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-None-07288**
  Any shader invocation executed by this command must terminate

- **VUID-vkCmdTraceRaysIndirect2KHR-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-vkCmdTraceRaysIndirect2KHR-None-03429**
  Any shader group handle referenced by this call must have been queried from the currently bound ray tracing pipeline

- **VUID-vkCmdTraceRaysIndirect2KHR-None-09458**
  If the bound ray tracing pipeline state was created with the `VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR` dynamic state enabled then `vkCmdSetRayTracingPipelineStackSizeKHR` must have been called in the current command buffer prior to this trace command

- **VUID-vkCmdTraceRaysIndirect2KHR-maxPipelineRayRecursionDepth-03679**
  This command must not cause a shader call instruction to be executed from a shader invocation with a recursion depth greater than the value of `maxPipelineRayRecursionDepth` used to create the bound ray tracing pipeline

- **VUID-vkCmdTraceRaysIndirect2KHR-commandBuffer-03635**
  commandBuffer must not be a protected command buffer

- **VUID-vkCmdTraceRaysIndirect2KHR-indirectDeviceAddress-03632**
  If the buffer from which `indirectDeviceAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-vkCmdTraceRaysIndirect2KHR-indirectDeviceAddress-03633**
The buffer from which `indirectDeviceAddress` was queried must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set.

- **VUID-vkCmdTraceRaysIndirect2KHR-indirectDeviceAddress-03634**
  `indirectDeviceAddress` must be a multiple of 4.

- **VUID-vkCmdTraceRaysIndirect2KHR-indirectDeviceAddress-03636**
  All device addresses between `indirectDeviceAddress` and `indirectDeviceAddress + sizeof(VkTraceRaysIndirectCommand2KHR)` - 1 must be in the buffer device address range of the same buffer.

- **VUID-vkCmdTraceRaysIndirect2KHR-rayTracingPipelineTraceRaysIndirect2-03637**
  The `rayTracingPipelineTraceRaysIndirect2` feature must be enabled.

---

**Valid Usage (Implicit)**

- **VUID-vkCmdTraceRaysIndirect2KHR-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdTraceRaysIndirect2KHR-commandBuffer-recording**
  `commandBuffer` must be in the recording state.

- **VUID-vkCmdTraceRaysIndirect2KHR-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support compute operations.

- **VUID-vkCmdTraceRaysIndirect2KHR-renderpass**
  This command must only be called outside of a render pass instance.

- **VUID-vkCmdTraceRaysIndirect2KHR-videocoding**
  This command must only be called outside of a video coding scope.

---

**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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Compute</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkTraceRaysIndirectCommand2KHR` structure is defined as:
typedef struct VkTraceRaysIndirectCommand2KHR {
    VkDeviceAddress raygenShaderRecordAddress;
    VkDeviceSize raygenShaderRecordSize;
    VkDeviceAddress missShaderBindingTableAddress;
    VkDeviceSize missShaderBindingTableSize;
    VkDeviceSize missShaderBindingTableStride;
    VkDeviceAddress hitShaderBindingTableAddress;
    VkDeviceSize hitShaderBindingTableSize;
    VkDeviceSize hitShaderBindingTableStride;
    VkDeviceAddress callableShaderBindingTableAddress;
    VkDeviceSize callableShaderBindingTableSize;
    VkDeviceSize callableShaderBindingTableStride;
    uint32_t width;
    uint32_t height;
    uint32_t depth;
} VkTraceRaysIndirectCommand2KHR;

• raygenShaderRecordAddress is a VkDeviceAddress of the ray generation shader binding table record used by this command.

• raygenShaderRecordSize is a VkDeviceSize number of bytes corresponding to the ray generation shader binding table record at base address raygenShaderRecordAddress.

• missShaderBindingTableAddress is a VkDeviceAddress of the first record in the miss shader binding table used by this command.

• missShaderBindingTableSize is a VkDeviceSize number of bytes corresponding to the total size of the miss shader binding table at missShaderBindingTableAddress that may be accessed by this command.

• missShaderBindingTableStride is a VkDeviceSize number of bytes between records of the miss shader binding table.

• hitShaderBindingTableAddress is a VkDeviceAddress of the first record in the hit shader binding table used by this command.

• hitShaderBindingTableSize is a VkDeviceSize number of bytes corresponding to the total size of the hit shader binding table at hitShaderBindingTableAddress that may be accessed by this command.

• hitShaderBindingTableStride is a VkDeviceSize number of bytes between records of the hit shader binding table.

• callableShaderBindingTableAddress is a VkDeviceAddress of the first record in the callable shader binding table used by this command.

• callableShaderBindingTableSize is a VkDeviceSize number of bytes corresponding to the total size of the callable shader binding table at callableShaderBindingTableAddress that may be accessed by this command.

• callableShaderBindingTableStride is a VkDeviceSize number of bytes between records of the callable shader binding table.
- **width** is the width of the ray trace query dimensions.
- **height** is height of the ray trace query dimensions.
- **depth** is depth of the ray trace query dimensions.

The members of `VkTraceRaysIndirectCommand2KHR` have the same meaning as the similarly named parameters of `vkCmdTraceRaysKHR`.

Indirect shader binding table buffer parameters must satisfy the same memory alignment and binding requirements as their counterparts in `vkCmdTraceRaysIndirectKHR` and `vkCmdTraceRaysKHR`.

**Valid Usage**

- **VUID-VkTraceRaysIndirectCommand2KHR-pRayGenShaderBindingTable-03680**
  If the buffer from which `raygenShaderRecordAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-VkTraceRaysIndirectCommand2KHR-pRayGenShaderBindingTable-03681**
  The buffer from which the `raygenShaderRecordAddress` is queried must have been created with the `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR` usage flag.

- **VUID-VkTraceRaysIndirectCommand2KHR-pRayGenShaderBindingTable-03682**
  `raygenShaderRecordAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

- **VUID-VkTraceRaysIndirectCommand2KHR-pMissShaderBindingTable-03683**
  If the buffer from which `missShaderBindingTableAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-VkTraceRaysIndirectCommand2KHR-pMissShaderBindingTable-03684**
  The buffer from which the `missShaderBindingTableAddress` is queried must have been created with the `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR` usage flag.

- **VUID-VkTraceRaysIndirectCommand2KHR-pMissShaderBindingTable-03685**
  `missShaderBindingTableAddress` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment`.

- **VUID-VkTraceRaysIndirectCommand2KHR-stride-03686**
  `missShaderBindingTableStride` must be a multiple of `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment`.

- **VUID-VkTraceRaysIndirectCommand2KHR-stride-04029**
  `missShaderBindingTableStride` must be less than or equal to `VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride`.

- **VUID-VkTraceRaysIndirectCommand2KHR-pHitShaderBindingTable-03687**
  If the buffer from which `hitShaderBindingTableAddress` was queried is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-VkTraceRaysIndirectCommand2KHR-pHitShaderBindingTable-03688**
  The buffer from which the `hitShaderBindingTableAddress` is queried must have been created with the `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR` usage flag.
• VUID-VkTraceRaysIndirectCommand2KHR-pHitShaderBindingTable-03689
  hitShaderBindingTableAddress must be a multiple of 
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

• VUID-VkTraceRaysIndirectCommand2KHR-stride-03690
  hitShaderBindingTableStride must be a multiple of 
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment

• VUID-VkTraceRaysIndirectCommand2KHR-stride-04035
  hitShaderBindingTableStride must be less than or equal to 
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

• VUID-VkTraceRaysIndirectCommand2KHR-pCallableShaderBindingTable-03691
  If the buffer from which callableShaderBindingTableAddress was queried is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-VkTraceRaysIndirectCommand2KHR-pCallableShaderBindingTable-03692
  The buffer from which the callableShaderBindingTableAddress is queried must have been created with the VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR usage flag

• VUID-VkTraceRaysIndirectCommand2KHR-pCallableShaderBindingTable-03693
  callableShaderBindingTableAddress must be a multiple of 
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupBaseAlignment

• VUID-VkTraceRaysIndirectCommand2KHR-stride-03694
  callableShaderBindingTableStride must be a multiple of 
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleAlignment

• VUID-VkTraceRaysIndirectCommand2KHR-stride-04041
  callableShaderBindingTableStride must be less than or equal to 
  VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxShaderGroupStride

• VUID-VkTraceRaysIndirectCommand2KHR-flags-03696
  If the currently bound ray tracing pipeline was created with flags that included 
  VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR, 
  hitShaderBindingTableAddress must not be zero

• VUID-VkTraceRaysIndirectCommand2KHR-flags-03697
  If the currently bound ray tracing pipeline was created with flags that included 
  VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR, 
  hitShaderBindingTableAddress must not be zero

• VUID-VkTraceRaysIndirectCommand2KHR-flags-03511
  If the currently bound ray tracing pipeline was created with flags that included 
  VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR, the shader group handle identified by missShaderBindingTableAddress must not be set to zero

• VUID-VkTraceRaysIndirectCommand2KHR-flags-03512
  If the currently bound ray tracing pipeline was created with flags that included 
  VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR, entries in the table identified by hitShaderBindingTableAddress accessed as a result of this command in order to execute an any-hit shader must not be set to zero

• VUID-VkTraceRaysIndirectCommand2KHR-flags-03513
  If the currently bound ray tracing pipeline was created with flags that included
36.3. Shader Binding Table

A shader binding table is a resource which establishes the relationship between the ray tracing pipeline and the acceleration structures that were built for the ray tracing pipeline. It indicates the shaders that operate on each geometry in an acceleration structure. In addition, it contains the resources accessed by each shader, including indices of textures, buffer device addresses, and constants. The application allocates and manages shader binding tables as VkBuffer objects.

Each entry in the shader binding table consists of shaderGroupHandleSize bytes of data, either as queried by vkGetRayTracingShaderGroupHandlesKHR to refer to those specified shaders, or all zeros to refer to a zero shader group. A zero shader group behaves as though it is a shader group consisting entirely of VK_SHADER_UNUSED_KHR. The remainder of the data specified by the stride is application-visible data that can be referenced by a ShaderRecordBufferKHR block in the shader.
The shader binding tables to use in a ray tracing pipeline are passed to the `vkCmdTraceRaysKHR`, or `vkCmdTraceRaysIndirectKHR` commands. Shader binding tables are read-only in shaders that are executing on the ray tracing pipeline.

Shader variables identified with the `ShaderRecordBufferKHR` storage class are used to access the provided shader binding table. 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 `ShaderRecordBufferKHR` storage class **must** not cause the space required for that variable to extend outside the range `[0, maxStorageBufferRange)`.

Accesses to the shader binding table from ray tracing pipelines **must** be synchronized with the `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR` pipeline stage and an access type of `VK_ACCESS_SHADER_READ_BIT`.

---

**Note**

Because different shader record buffers can be associated with the same shader, a shader variable with `ShaderRecordBufferKHR` storage class will not be dynamically uniform if different invocations of the same shader can reference different data in the shader record buffer, such as if the same shader occurs twice in the shader binding table with a different shader record buffer. In this case, indexing resources based on values in the `ShaderRecordBufferKHR` storage class, the index should be decorated as `NonUniform`.

### 36.3.1. Indexing Rules

In order to execute the correct shaders and access the correct resources during a ray tracing dispatch, the implementation **must** be able to locate shader binding table entries at various stages of execution. This is accomplished by defining a set of indexing rules that compute shader binding table record positions relative to the buffer's base address in memory. The application **must** organize the contents of the shader binding table's memory in a way that application of the indexing rules will lead to correct records.

**Ray Generation Shaders**

Only one ray generation shader is executed per ray tracing dispatch.

For `vkCmdTraceRaysKHR`, the location of the ray generation shader is specified by the `pRaygenShaderBindingTable->deviceAddress` parameter—there is no indexing. All data accessed **must** be less than `pRaygenShaderBindingTable->size` bytes from `deviceAddress`. `pRaygenShaderBindingTable->stride` is unused, and **must** be equal to `pRaygenShaderBindingTable->size`.

1954
**Hit Shaders**

The base for the computation of intersection, any-hit, and closest hit shader locations is the `instanceShaderBindingTableRecordOffset` value stored with each instance of a top-level acceleration structure (`VkAccelerationStructureInstanceKHR`). This value determines the beginning of the shader binding table records for a given instance.

In the following rule, `geometryIndex` refers to the `geometry index` of the intersected geometry within the instance.

The `sbtRecordOffset` and `sbtRecordStride` values are passed in as parameters to `traceRayEXT()` calls made in the shaders. See Section 8.19 (Ray Tracing Functions) of the OpenGL Shading Language Specification for more details. In SPIR-V, these correspond to the `SBTOffset` and `SBTStride` parameters to the `pipeline trace ray` instructions.

The result of this computation is then added to `pHitShaderBindingTable->deviceAddress`, a device address passed to `vkCmdTraceRaysKHR`.

For `vkCmdTraceRaysKHR`, the complete rule to compute a hit shader binding table record address in the `pHitShaderBindingTable` is:

\[
\text{pHitShaderBindingTable->deviceAddress} + \text{pHitShaderBindingTable->stride} \times (\text{instanceShaderBindingTableRecordOffset} + \text{geometryIndex} \times \text{sbtRecordStride} + \text{sbtRecordOffset})
\]

All data accessed **must** be less than `pHitShaderBindingTable->size` bytes from the base address.

**Miss Shaders**

A miss shader is executed whenever a ray query fails to find an intersection for the given scene geometry. Multiple miss shaders **may** be executed throughout a ray tracing dispatch.

The base for the computation of miss shader locations is `pMissShaderBindingTable->deviceAddress`, a device address passed into `vkCmdTraceRaysKHR`.

The `missIndex` value is passed in as a parameter to `traceRayEXT()` calls made in the shaders. See Section 8.19 (Ray Tracing Functions) of the OpenGL Shading Language Specification for more details. In SPIR-V, this corresponds to the `MissIndex` parameter to the `pipeline trace ray` instructions.

For `vkCmdTraceRaysKHR`, the complete rule to compute a miss shader binding table record address in the `pMissShaderBindingTable` is:

\[
\text{pMissShaderBindingTable->deviceAddress} + \text{pMissShaderBindingTable->stride} \times \text{missIndex}
\]

All data accessed **must** be less than `pMissShaderBindingTable->size` bytes from the base address.

**Callable Shaders**

A callable shader is executed when requested by a ray tracing shader. Multiple callable shaders **may** be executed throughout a ray tracing dispatch.
The base for the computation of callable shader locations is \( \text{pCallableShaderBindingTable->deviceAddress} \), a device address passed into \( \text{vkCmdTraceRaysKHR} \).

The \( \text{sbtRecordIndex} \) value is passed in as a parameter to \( \text{executeCallableEXT()} \) calls made in the shaders. See Section 8.19 (Ray Tracing Functions) of the OpenGL Shading Language Specification for more details. In SPIR-V, this corresponds to the \( \text{SBTIndex} \) parameter to the \( \text{OpExecuteCallableKHR} \) instruction.

For \( \text{vkCmdTraceRaysKHR} \), the complete rule to compute a callable shader binding table record address in the \( \text{pCallableShaderBindingTable} \) is:

\[
\text{pCallableShaderBindingTable->deviceAddress} + \text{pCallableShaderBindingTable->stride} \times \text{sbtRecordIndex}
\]

All data accessed must be less than \( \text{pCallableShaderBindingTable->size} \) bytes from the base address.

### 36.4. Ray Tracing Pipeline Stack

Ray tracing pipelines have a potentially large set of shaders which may be invoked in various call chain combinations to perform ray tracing. To store parameters for a given shader execution, an implementation may use a stack of data in memory. This stack must be sized to the sum of the stack sizes of all shaders in any call chain executed by the application.

If the stack size is not set explicitly, the stack size for a pipeline is:

\[
\text{rayGenStackMax} + \min(1, \text{maxPipelineRayRecursionDepth}) \times \max(\text{closestHitStackMax}, \text{missStackMax}, \text{intersectionStackMax} + \text{anyHitStackMax}) + \max(0, \text{maxPipelineRayRecursionDepth} - 1) \times \max(\text{closestHitStackMax}, \text{missStackMax}) + 2 \times \text{callableStackMax}
\]

where \( \text{rayGenStackMax} \), \( \text{closestHitStackMax} \), \( \text{missStackMax} \), \( \text{anyHitStackMax} \), \( \text{intersectionStackMax} \), and \( \text{callableStackMax} \) are the maximum stack values queried by the respective shader stages for any shaders in any shader groups defined by the pipeline.

This stack size is potentially significant, so an application may want to provide a more accurate stack size after pipeline compilation. The value that the application provides is the maximum value of the sum of all shaders in a call chain across all possible call chains, taking into account any application specific knowledge about the properties of the call chains.

### Note

For example, if an application has two types of closest hit and miss shaders that it can use but the first level of rays will only use the first kind (possibly reflection) and the second level will only use the second kind (occlusion or shadow ray, for example) then the application can compute the stack size by something similar to:

\[
\text{rayGenStack} + \max(\text{closestHit1Stack}, \text{miss1Stack}) + \max(\text{closestHit2Stack}, \text{miss2Stack})
\]
36.5. Ray Tracing Capture Replay

In a similar way to bufferDeviceAddressCaptureReplay, the rayTracingPipelineShaderGroupHandleCaptureReplay feature allows the querying of opaque data which can be used in a future replay.

During the capture phase, capture/replay tools are expected to query opaque data for shader group handle replay using vkGetRayTracingCaptureReplayShaderGroupHandlesKHR.

Providing the opaque data during replay, using VkRayTracingShaderGroupCreateInfoKHR::pShaderGroupCaptureReplayHandle at pipeline creation time, causes the implementation to generate identical shader group handles to those in the capture phase, allowing capture/replay tools to reuse previously recorded shader binding table buffer contents or to obtain the same handles by calling vkGetRayTracingCaptureReplayShaderGroupHandlesKHR again.
Chapter 37. Video Coding

Vulkan implementations may expose one or more queue families supporting video coding operations. These operations are performed by recording them into a command buffer within a video coding scope, and submitting them to queues with compatible video coding capabilities.

The Vulkan video functionalities are designed to be made available through a set of APIs built on top of each other, consisting of:

- A core API providing common video coding functionalities,
- APIs providing codec-independent video decode and video encode related functionalities, respectively,
- Additional codec-specific APIs built on top of those.

This chapter details the fundamental components and operations of these.

37.1. Video Picture Resources

In the context of video coding, multidimensional arrays of image data that can be used as the source or target of video coding operations are referred to as video picture resources. They may store additional metadata that includes implementation-private information used during the execution of video coding operations, as discussed later.

Video picture resources are backed by VkImage objects. Individual subregions of VkImageView objects created from such resources can be used as decode output pictures, encode input pictures, reconstructed pictures, and/or reference pictures.

The parameters of a video picture resource are specified using a VkVideoPictureResourceInfoKHR structure.

The VkVideoPictureResourceInfoKHR structure is defined as:

```c
typedef struct VkVideoPictureResourceInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkOffset2D codedOffset;
    VkExtent2D codedExtent;
    uint32_t baseArrayLayer;
    VkImageView imageViewBinding;
} VkVideoPictureResourceInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **codedOffset** is the offset in texels of the image subregion to use.
- **codedExtent** is the size in pixels of the coded image data.
• `baseArrayLayer` is the array layer of the image view specified in `imageViewBinding` to use as the video picture resource.

• `imageViewBinding` is an image view representing the video picture resource.

The image subresource referred to by such a structure is defined as the image array layer index specified in `baseArrayLayer` relative to the image subresource range the image view specified in `imageViewBinding` was created with.

The meaning of the `codedOffset` and `codedExtent` depends on the command and context the video picture resource is used in, as well as on the used video profile and corresponding codec-specific semantics, as described later.

A video picture resource is uniquely defined by the image subresource referred to by an instance of this structure, together with the `codedOffset` and `codedExtent` members that identify the image subregion within the image subresource referenced corresponding to the video picture resource according to the particular codec-specific semantics.

Accesses to image data within a video picture resource happen at the granularity indicated by `VkVideoCapabilitiesKHR::pictureAccessGranularity`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile. As a result, given an effective image subregion corresponding to a video picture resource, the actual image subregion accessed may be larger than that as it may include additional padding texels due to the picture access granularity. Any writes performed by video coding operations to such padding texels will result in undefined texel values.

Two video picture resources match if they refer to the same image subresource and they specify identical `codedOffset` and `codedExtent` values.

Valid Usage

• VUID-VkVideoPictureResourceInfoKHR-baseArrayLayer-07175
  
  `baseArrayLayer` must be less than the `VkImageViewCreateInfo::subresourceRange.layerCount` specified when the image view `imageViewBinding` was created

Valid Usage (Implicit)

• VUID-VkVideoPictureResourceInfoKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_PICTURE_RESOURCE_INFO_KHR`

• VUID-VkVideoPictureResourceInfoKHR-pNext-pNext
  
  `pNext` must be `NULL`

• VUID-VkVideoPictureResourceInfoKHR-imageViewBinding-parameter
  
  `imageViewBinding` must be a valid `VkImageView` handle
37.2. Decoded Picture Buffer

An integral part of video coding pipelines is the reconstruction of pictures from a compressed video bitstream. A reconstructed picture is a video picture resource resulting from this process.

Such reconstructed pictures can be used as reference pictures in subsequent video coding operations to provide predictions of the values of samples of subsequently decoded or encoded pictures. The correct use of such reconstructed pictures as reference pictures is driven by the video compression standard, the implementation, and the application-specific use cases.

The list of reference pictures used to provide such predictions within a single video coding operation is referred to as the list of active reference pictures.

The decoded picture buffer (DPB) is an indexed data structure that maintains the set of reference pictures available to be used in video coding operations. Individual indexed entries of the DPB are referred to as the decoded picture buffer (DPB) slots. The range of valid DPB slot indices is between zero and \( N-1 \), where \( N \) is the capacity of the DPB. Each DPB slot can refer to a reference picture containing a video frame or can refer to up to two reference pictures containing the top and/or bottom fields that, when both present, together represent a full video frame.

In Vulkan, the state and the backing store of the DPB is separated as follows:

- The state of individual DPB slots is maintained by video session objects.
- The backing store of DPB slots is provided by subregions of VkImage objects used as video picture resources.

In addition, the implementation may also maintain opaque metadata associated with DPB slots, including:

- Reference picture metadata corresponding to the video picture resource associated with the DPB slot.

Such metadata may be stored by the implementation as part of the DPB slot state maintained by the video session, or as part of the video picture resource backing the DPB slot.

Any metadata stored in the video picture resources backing DPB slots are independent of the video session used to store it, hence such video picture resources can be shared with other video sessions. Correspondingly, any metadata that is dependent on the video session will always be stored as part of the DPB slot state maintained by that video session.

The responsibility of managing the DPB is split between the application and the implementation as follows:

- The application maintains the association between DPB slot indices and corresponding video picture resources.
- The implementation maintains global and per-slot opaque reference picture metadata.

In addition, the application is also responsible for managing the mapping between the codec-specific picture IDs and DPB slots, and any other codec-specific states unless otherwise specified.
At a given time, each DPB slot is either in active or inactive state. Initially, all DPB slots managed by a video session are in inactive state.

A DPB slot can be activated by using it as the target of picture reconstruction in a video coding operation with the reconstructed picture requested to be set up as a reference picture, according to the codec-specific semantics, changing its state to active and associating it with a picture reference to the reconstructed pictures.

Some video coding standards allow multiple picture references to be associated with a single DPB slot. In this case the state of the individual picture references can be independently updated.

As an example, H.264 decoding allows associating a separate top field and bottom field picture with the same DPB slot.

As part of reference picture setup, the implementation may also generate reference picture metadata. Such reference picture metadata is specific to each picture reference associated with the DPB slot.

If such a video coding operation completes successfully, the activated DPB slot will have a valid picture reference and the reconstructed picture is associated with the DPB slot. This is true even if the DPB slot is used as the target of a picture reconstruction that only sets up a top field or bottom field reference picture and thus does not yet refer to a complete frame. However, if any data provided as input to such a video coding operation is not compliant with the video compression standard used, that video coding operation may complete unsuccessfully, in which case the activated DPB slot will have an invalid picture reference. This is true even if the DPB slot previously had a valid picture reference to a top field or bottom field reference picture, but the reconstruction of the other field corresponding to the DPB slot failed.

The application can use queries to get feedback about the outcome of video coding operations and use the resulting VkQueryResultStatusKHR value to determine whether the video coding operation completed successfully (result status is positive) or unsuccessfully (result status is negative).

Using a reference picture associated with a DPB slot that has an invalid picture reference as an active reference picture in subsequent video coding operations is legal, however, the contents of the outputs of such operations are undefined, and any DPB slots activated by such video coding operations will also have an invalid picture reference. This is true even if such video coding operations may otherwise complete successfully.

A DPB slot can also be deactivated by the application, changing its state to inactive and invalidating any picture references and reference picture metadata associated with the DPB slot.

If an already active DPB slot is used as the target of picture reconstruction in a video coding operation, but the decoded picture is not requested to be set up as a reference picture, according to the codec-specific semantics, no reference picture setup happens and the corresponding picture reference and reference picture metadata is invalidated within the DPB slot. If the DPB slot no longer has any associated picture references after such an operation, the DPB slot is implicitly...
If an already active DPB slot is used as the target of picture reconstruction when decoding a field picture that is not marked as reference, then the behavior is as follows:

- If the DPB slot is currently associated with a frame, then the DPB slot is deactivated.
- If the DPB slot is not currently associated with a top field picture and the decoded picture is a top field picture, or if the DPB slot is not currently associated with a bottom field picture and the decoded picture is a bottom field picture, then the other field picture association of the DPB slot, if any, is not disturbed.
- If the DPB slot is currently associated with a top field picture and the decoded picture is a top field picture, or if the DPB slot is currently associated with a bottom field picture and the decoded picture is a bottom field picture, then that picture association is invalidated, without disturbing the other field picture association, if any. If the DPB slot no longer has any associated picture references after such an operation, the DPB slot is implicitly deactivated.

A DPB slot can be activated with a new frame even if it is already active. In this case all previous associations of the DPB slots with reference pictures are replaced with an association with the reconstructed picture used to activate it.

If an already active DPB slot is activated with a reconstructed field picture, then the behavior is as follows:

- If the DPB slot is currently associated with a frame, then that association is replaced with an association with the reconstructed field picture used to activate it.
- If the DPB slot is not currently associated with a top field picture and the DPB slot is activated with a top field picture, or if the DPB slot is not currently associated with a bottom field picture and the DPB slot is activated with a bottom field picture, then the DPB slot is associated with the reconstructed field picture used to activate it, without disturbing the other field picture association, if any.
- If the DPB slot is currently associated with a top field picture and the DPB slot is activated with a new top field picture, or if the DPB slot is currently associated with a bottom field picture and the DPB slot is activated with a new bottom field picture, then that association is replaced with an association with the reconstructed field picture used to activate it, without disturbing the other field picture association, if any.

### 37.3. Video Profiles

The *VkVideoProfileInfoKHR* structure is defined as follows:
// Provided by VK_KHR_video_queue

typedef struct VkVideoProfileInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoCodecOperationFlagBitsKHR videoCodecOperation;
    VkVideoChromaSubsamplingFlagsKHR chromaSubsampling;
    VkVideoComponentBitDepthFlagsKHR lumaBitDepth;
    VkVideoComponentBitDepthFlagsKHR chromaBitDepth;
} VkVideoProfileInfoKHR;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **videoCodecOperation** is a `VkVideoCodecOperationFlagBitsKHR` value specifying a video codec operation.
- **chromaSubsampling** is a bitmask of `VkVideoChromaSubsamplingFlagBitsKHR` specifying video chroma subsampling information.
- **lumaBitDepth** is a bitmask of `VkVideoComponentBitDepthFlagBitsKHR` specifying video luma bit depth information.
- **chromaBitDepth** is a bitmask of `VkVideoComponentBitDepthFlagBitsKHR` specifying video chroma bit depth information.

Video profiles are provided as input to video capability queries such as `vkGetPhysicalDeviceVideoCapabilitiesKHR` or `vkGetPhysicalDeviceVideoFormatPropertiesKHR`, as well as when creating resources to be used by video coding operations such as images, buffers, query pools, and video sessions.

The full description of a video profile is specified by an instance of this structure, and the codec-specific and auxiliary structures provided in its **pNext** chain.

When this structure is specified as an input parameter to `vkGetPhysicalDeviceVideoCapabilitiesKHR`, or through the **pProfiles** member of a `VkVideoProfileListInfoKHR` structure in the **pNext** chain of the input parameter of a query command such as `vkGetPhysicalDeviceVideoFormatPropertiesKHR` or `vkGetPhysicalDeviceImageFormatProperties2`, the following error codes indicate specific causes of the failure of the query operation:

- **VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR** indicates that the requested video picture layout (e.g. through the **pictureLayout** member of a `VkVideoDecodeH264ProfileInfoKHR` structure included in the **pNext** chain of `VkVideoProfileInfoKHR`) is not supported.
- **VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR** indicates that a video profile operation specified by **videoCodecOperation** is not supported.
- **VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR** indicates that video format parameters specified by **chromaSubsampling**, **lumaBitDepth**, or **chromaBitDepth** are not supported.
- **VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR** indicates that the codec-specific parameters corresponding to the video codec operation are not supported.
Valid Usage

- VUID-VkVideoProfileInfoKHR-chromaSubsampling-07013
  chromaSubsampling **must** have a single bit set

- VUID-VkVideoProfileInfoKHR-lumaBitDepth-07014
  lumaBitDepth **must** have a single bit set

- VUID-VkVideoProfileInfoKHR-chromaSubsampling-07015
  If chromaSubsampling is not VK_VIDEO_CHROMA_SUBSAMPLING_MONOCHROME_BIT_KHR, then chromaBitDepth **must** have a single bit set

- VUID-VkVideoProfileInfoKHR-videoCodecOperation-07179
  If videoCodecOperation is VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR, then the pNext chain **must** include a VkVideoDecodeH264ProfileInfoKHR structure

- VUID-VkVideoProfileInfoKHR-videoCodecOperation-07180
  If videoCodecOperation is VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR, then the pNext chain **must** include a VkVideoDecodeH265ProfileInfoKHR structure

- VUID-VkVideoProfileInfoKHR-videoCodecOperation-09256
  If videoCodecOperation is VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR, then the pNext chain **must** include a VkVideoDecodeAV1ProfileInfoKHR structure

- VUID-VkVideoProfileInfoKHR-videoCodecOperation-07181
  If videoCodecOperation is VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the pNext chain **must** include a VkVideoEncodeH264ProfileInfoKHR structure

- VUID-VkVideoProfileInfoKHR-videoCodecOperation-07182
  If videoCodecOperation is VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the pNext chain **must** include a VkVideoEncodeH265ProfileInfoKHR structure

Valid Usage (Implicit)

- VUID-VkVideoProfileInfoKHR-sType-sType
  sType **must** be VK_STRUCTURE_TYPE_VIDEO_PROFILE_INFO_KHR

- VUID-VkVideoProfileInfoKHR-videoCodecOperation-videoCodecOperation **must** be a valid VkVideoCodecOperationFlagBitsKHR value

- VUID-VkVideoProfileInfoKHR-chromaSubsampling-chromaSubsampling **must** be a valid combination of VkVideoChromaSubsamplingFlagBitsKHR values

- VUID-VkVideoProfileInfoKHR-chromaSubsampling-requiredbitmask
  chromaSubsampling **must** not be 0

- VUID-VkVideoProfileInfoKHR-lumaBitDepth-lumaBitDepth **must** be a valid combination of VkVideoComponentBitDepthFlagBitsKHR values

- VUID-VkVideoProfileInfoKHR-lumaBitDepth-requiredbitmask
  lumaBitDepth **must** not be 0
chromaBitDepth must be a valid combination of VkVideoComponentBitDepthFlagBitsKHR values.

Possible values of VkVideoProfileInfoKHR::videoCodecOperation, specifying the type of video coding operation and video compression standard used by a video profile, are:

```
// Provided by VK_KHR_video_queue
typedef enum VkVideoCodecOperationFlagBitsKHR {
    VK_VIDEO_CODEC_OPERATION_NONE_KHR = 0,
    // Provided by VK_KHR_video_encode_h264
    VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR = 0x00010000,
    // Provided by VK_KHR_video_encode_h265
    VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR = 0x00020000,
    // Provided by VK_KHR_video_decode_h264
    VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR = 0x00000001,
    // Provided by VK_KHR_video_decode_h265
    VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR = 0x00000002,
    // Provided by VK_KHR_video_decode_av1
    VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR = 0x00000004,
} VkVideoCodecOperationFlagBitsKHR;
```

- VK_VIDEO_CODEC_OPERATION_NONE_KHR indicates no support for any video codec operations.
- VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR specifies support for H.264 encode operations.
- VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR specifies support for H.265 encode operations.
- VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR specifies support for H.264 decode operations.
- VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR specifies support for H.265 decode operations.
- VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR specifies support for AV1 decode operations.

```
// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoCodecOperationFlagsKHR;
```

VkVideoCodecOperationFlagsKHR is a bitmask type for setting a mask of zero or more VkVideoCodecOperationFlagBitsKHR.

The video format chroma subsampling is defined with the following enums:
// Provided by VK_KHR_video_queue
typedef enum VkVideoChromaSubsamplingFlagBitsKHR {
    VK_VIDEO_CHROMA_SUBSAMPLING_INVALID_KHR = 0,
    VK_VIDEO_CHROMA_SUBSAMPLING_MONOCHROME_BIT_KHR = 0x00000001,
    VK_VIDEO_CHROMA_SUBSAMPLING_420_BIT_KHR = 0x00000002,
    VK_VIDEO_CHROMA_SUBSAMPLING_422_BIT_KHR = 0x00000004,
    VK_VIDEO_CHROMA_SUBSAMPLING_444_BIT_KHR = 0x00000008,
} VkVideoChromaSubsamplingFlagBitsKHR;

• VK_VIDEO_CHROMA_SUBSAMPLING_MONOCHROME_BIT_KHR specifies that the format is monochrome.
• VK_VIDEO_CHROMA_SUBSAMPLING_420_BIT_KHR specifies that the format is 4:2:0 chroma subsampled, i.e. the two chroma components are sampled horizontally and vertically at half the sample rate of the luma component.
• VK_VIDEO_CHROMA_SUBSAMPLING_422_BIT_KHR - the format is 4:2:2 chroma subsampled, i.e. the two chroma components are sampled horizontally at half the sample rate of luma component.
• VK_VIDEO_CHROMA_SUBSAMPLING_444_BIT_KHR - the format is 4:4:4 chroma sampled, i.e. all three components of the YCbCr format are sampled at the same rate, thus there is no chroma subsampling.

Chroma subsampling is described in more detail in the Chroma Reconstruction section.

// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoChromaSubsamplingFlagsKHR;

VkVideoChromaSubsamplingFlagsKHR is a bitmask type for setting a mask of zero or more VkVideoChromaSubsamplingFlagBitsKHR.

Possible values for the video format component bit depth are:

// Provided by VK_KHR_video_queue
typedef enum VkVideoComponentBitDepthFlagBitsKHR {
    VK_VIDEO_COMPONENT_BIT_DEPTH_INVALID_KHR = 0,
    VK_VIDEO_COMPONENT_BIT_DEPTH_8_BIT_KHR = 0x00000001,
    VK_VIDEO_COMPONENT_BIT_DEPTH_10_BIT_KHR = 0x00000004,
    VK_VIDEO_COMPONENT_BIT_DEPTH_12_BIT_KHR = 0x00000010,
} VkVideoComponentBitDepthFlagBitsKHR;

• VK_VIDEO_COMPONENT_BIT_DEPTH_8_BIT_KHR specifies a component bit depth of 8 bits.
• VK_VIDEO_COMPONENT_BIT_DEPTH_10_BIT_KHR specifies a component bit depth of 10 bits.
• VK_VIDEO_COMPONENT_BIT_DEPTH_12_BIT_KHR specifies a component bit depth of 12 bits.

// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoComponentBitDepthFlagsKHR;
VkVideoComponentBitDepthFlagsKHR is a bitmask type for setting a mask of zero or more VkVideoComponentBitDepthFlagBitsKHR.

Additional information about the video decode use case can be provided by adding a VkVideoDecodeUsageInfoKHR structure to the pNext chain of VkVideoProfileInfoKHR.

The VkVideoDecodeUsageInfoKHR structure is defined as:

```c
typedef struct VkVideoDecodeUsageInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoDecodeUsageFlagsKHR videoUsageHints;
} VkVideoDecodeUsageInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **videoUsageHints** is a bitmask of VkVideoDecodeUsageFlagBitsKHR specifying hints about the intended use of the video decode profile.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeUsageInfoKHR-sType-sType
  - sType must be VK_STRUCTURE_TYPE_VIDEO_DECODE_USAGE_INFO_KHR
- VUID-VkVideoDecodeUsageInfoKHR-videoUsageHints-parameter
  - videoUsageHints must be a valid combination of VkVideoDecodeUsageFlagBitsKHR values

The following bits can be specified in VkVideoDecodeUsageInfoKHR::videoUsageHints as a hint about the video decode use case:

```c
typedef enum VkVideoDecodeUsageFlagBitsKHR {
    VK_VIDEO DECODE USAGE_DEFAULT_KHR = 0,
    VK_VIDEO DECODE USAGE TRANSCODING_BIT_KHR = 0x00000001,
    VK_VIDEO DECODE USAGE OFFLINE_BIT_KHR = 0x00000002,
    VK_VIDEO DECODE USAGE STREAMING_BIT_KHR = 0x00000004,
} VkVideoDecodeUsageFlagBitsKHR;
```

- **VK_VIDEO DECODE USAGE TRANSCODING_BIT_KHR** specifies that video decoding is intended to be used in conjunction with video encoding to transcode a video bitstream with the same and/or different codecs.
- **VK_VIDEO DECODE USAGE OFFLINE_BIT_KHR** specifies that video decoding is intended to be used to consume a local video bitstream.
- **VK_VIDEO DECODE USAGE STREAMING_BIT_KHR** specifies that video decoding is intended to be used to...
consume a video bitstream received as a continuous flow over network.

**Note**

There are no restrictions on the combination of bits that can be specified by the application. However, applications should use reasonable combinations in order for the implementation to be able to select the most appropriate mode of operation for the particular use case.

```c
// Provided by VK_KHR_video_decode_queue
typedef VkFlags VkVideoDecodeUsageFlagsKHR;
```

`VkVideoDecodeUsageFlagsKHR` is a bitmask type for setting a mask of zero or more `VkVideoDecodeUsageFlagBitsKHR`.

Additional information about the video encode use case can be provided by adding a `VkVideoEncodeUsageInfoKHR` structure to the `pNext` chain of `VkVideoProfileInfoKHR`.

The `VkVideoEncodeUsageInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_queue
typedef struct VkVideoEncodeUsageInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEncodeUsageFlagsKHR videoUsageHints;
    VkVideoEncodeContentFlagsKHR videoContentHints;
    VkVideoEncodeTuningModeKHR tuningMode;
} VkVideoEncodeUsageInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `videoUsageHints` is a bitmask of `VkVideoEncodeUsageFlagBitsKHR` specifying hints about the intended use of the video encode profile.
- `videoContentHints` is a bitmask of `VkVideoEncodeContentFlagBitsKHR` specifying hints about the content to be encoded using the video encode profile.
- `tuningMode` is a `VkVideoEncodeTuningModeKHR` value specifying the tuning mode to use when encoding with the video profile.

**Valid Usage (Implicit)**

- VUID-VkVideoEncodeUsageInfoKHR-sType-sType
  
sType must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_USAGE_INFO_KHR`

- VUID-VkVideoEncodeUsageInfoKHR-videoUsageHints-parameter
  
  videoUsageHints must be a valid combination of `VkVideoEncodeUsageFlagBitsKHR` values

- VUID-VkVideoEncodeUsageInfoKHR-videoContentHints-parameter
**videoContentHints** must be a valid combination of `VkVideoEncodeContentFlagBitsKHR` values

- `VUID-VkVideoEncodeUsageInfoKHR-tuningMode-parameter`

  If `tuningMode` is not 0, `tuningMode` must be a valid `VkVideoEncodeTuningModeKHR` value.

The following bits *can* be specified in `VkVideoEncodeUsageInfoKHR::videoUsageHints` as a hint about the video encode use case:

```c
// Provided by VK_KHR_video_encode_queue
typedef enum VkVideoEncodeUsageFlagBitsKHR {
    VK_VIDEO_ENCODE_USAGE_DEFAULT_KHR = 0,
    VK_VIDEO_ENCODE_USAGE_TRANSCODING_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_USAGE_STREAMING_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_USAGE_RECORDING_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_USAGE_CONFERENCING_BIT_KHR = 0x00000008,
} VkVideoEncodeUsageFlagBitsKHR;
```

- `VK_VIDEO_ENCODE_USAGE_TRANSCODING_BIT_KHR` specifies that video encoding is intended to be used in conjunction with video decoding to transcode a video bitstream with the same and/or different codecs.

- `VK_VIDEO_ENCODE_USAGE_STREAMING_BIT_KHR` specifies that video encoding is intended to be used to produce a video bitstream that is expected to be sent as a continuous flow over network.

- `VK_VIDEO_ENCODE_USAGE_RECORDING_BIT_KHR` specifies that video encoding is intended to be used for real-time recording for offline consumption.

- `VK_VIDEO_ENCODE_USAGE_CONFERENCING_BIT_KHR` specifies that video encoding is intended to be used in a video conferencing scenario.

**Note**

There are no restrictions on the combination of bits that *can* be specified by the application. However, applications *should* use reasonable combinations in order for the implementation to be able to select the most appropriate mode of operation for the particular use case.

```c
// Provided by VK_KHR_video_encode_queue
typedef VkFlags VkVideoEncodeUsageFlagsKHR;
```

`VkVideoEncodeUsageFlagsKHR` is a bitmask type for setting a mask of zero or more `VkVideoEncodeUsageFlagBitsKHR`.

The following bits *can* be specified in `VkVideoEncodeUsageInfoKHR::videoContentHints` as a hint about the encoded video content:
**Note**

There are no restrictions on the combination of bits that can be specified by the application. However, applications should use reasonable combinations in order for the implementation to be able to select the most appropriate mode of operation for the particular content type.
the performance and lower the latency of video encode operations.

- **VK_VIDEO_ENCODE_TUNING_MODE_ULTRA_LOW_LATENCY_KHR** specifies that video encoding is tuned for ultra-low latency. When using this tuning mode, the implementation may compromise quality to maximize the performance and minimize the latency of video encoding operations.

- **VK_VIDEO_ENCODE_TUNING_MODE_LOSSLESS_KHR** specifies that video encoding is tuned for lossless encoding. When using this tuning mode, video encode operations produce lossless output.

The **VkVideoProfileListInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkVideoProfileListInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t profileCount;
    const VkVideoProfileInfoKHR* pProfiles;
} VkVideoProfileListInfoKHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **profileCount** is the number of elements in the **pProfiles** array.
- **pProfiles** is a pointer to an array of **VkVideoProfileInfoKHR** structures.

**Note**
Video transcoding is an example of a use case that necessitates the specification of multiple profiles in various contexts.

When the application provides a video decode profile and one or more video encode profiles in the profile list, the implementation ensures that any capabilities returned or resources created are suitable for the video transcoding use cases without the need for manual data transformations.

**Valid Usage**

- VUID-VkVideoProfileListInfoKHR-pProfiles-06813
  
  **pProfiles** must not contain more than one element whose **videoCodecOperation** member specifies a decode operation

**Valid Usage (Implicit)**

- VUID-VkVideoProfileListInfoKHR-sType-sType
  
  **sType** must be **VK_STRUCTURE_TYPE_VIDEO_PROFILE_LIST_INFO_KHR**

- VUID-VkVideoProfileListInfoKHR-pProfiles-parameter
  
  If **profileCount** is not 0, **pProfiles** must be a valid pointer to an array of **profileCount** valid **VkVideoProfileInfoKHR** structures
37.4. Video Capabilities

37.4.1. Video Coding Capabilities

To query video coding capabilities for a specific video profile, call:

```
// Provided by VK_KHR_video_queue
VkResult vkGetPhysicalDeviceVideoCapabilitiesKHR(
    VkPhysicalDevice physicalDevice,
    const VkVideoProfileInfoKHR* pVideoProfile,
    VkVideoCapabilitiesKHR* pCapabilities);
```

- `physicalDevice` is the physical device from which to query the video decode or encode capabilities.
- `pVideoProfile` is a pointer to a `VkVideoProfileInfoKHR` structure.
- `pCapabilities` is a pointer to a `VkVideoCapabilitiesKHR` structure in which the capabilities are returned.

If the `video profile` described by `pVideoProfile` is supported by the implementation, then this command returns `VK_SUCCESS` and `pCapabilities` is filled with the capabilities supported with the specified video profile. Otherwise, one of the `video-profile-specific error codes` are returned.

### Valid Usage

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07183**
  If `pVideoProfile->videoCodecOperation` specifies a decode operation, then the `pNext` chain of `pCapabilities` must include a `VkVideoDecodeCapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07184**
  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoDecodeH264CapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07185**
  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoDecodeH265CapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-09257**
  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoDecodeAV1CapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07186**
  If `pVideoProfile->videoCodecOperation` specifies an encode operation, then the `pNext` chain of `pCapabilities` must include a `VkVideoEncodeCapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07187**
  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoEncodeH264CapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07188**
  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoEncodeH265CapabilitiesKHR` structure.

- **VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07189**
  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_ENCODE_AV1_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoEncodeAV1CapabilitiesKHR` structure.

1972
then the `pNext` chain of `pCapabilities` must include a `VkVideoEncodeH264CapabilitiesKHR` structure

- VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-07188

  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the `pNext` chain of `pCapabilities` must include a `VkVideoEncodeH265CapabilitiesKHR` structure

---

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-physicalDevice-parameter
  
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pVideoProfile-parameter
  
  `pVideoProfile` must be a valid pointer to a valid `VkVideoProfileInfoKHR` structure

- VUID-vkGetPhysicalDeviceVideoCapabilitiesKHR-pCapabilities-parameter
  
  `pCapabilities` must be a valid pointer to a `VkVideoCapabilitiesKHR` structure

---

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_CODEC_NOT_SUPPORTED_KHR`

The `VkVideoCapabilitiesKHR` structure is defined as:
typedef struct VkVideoCapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoCapabilityFlagsKHR flags;
    VkDeviceSize minBitstreamBufferOffsetAlignment;
    VkDeviceSize minBitstreamBufferSizeAlignment;
    VkExtent2D pictureAccessGranularity;
    VkExtent2D minCodedExtent;
    VkExtent2D maxCodedExtent;
    uint32_t maxDpbSlots;
    uint32_t maxActiveReferencePictures;
    VkExtensionProperties stdHeaderVersion;
} VkVideoCapabilitiesKHR;

- `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 `VkVideoCapabilityFlagBitsKHR` specifying capability flags.
- `minBitstreamBufferOffsetAlignment` is the minimum alignment for bitstream buffer offsets.
- `minBitstreamBufferSizeAlignment` is the minimum alignment for bitstream buffer range sizes.
- `pictureAccessGranularity` is the granularity at which image access to video picture resources happen.
- `minCodedExtent` is the minimum width and height of the coded frames.
- `maxCodedExtent` is the maximum width and height of the coded frames.
- `maxDpbSlots` is the maximum number of DPB slots supported by a single video session.
- `maxActiveReferencePictures` is the maximum number of active reference pictures a single video coding operation can use.
- `stdHeaderVersion` is a `VkExtensionProperties` structure reporting the Video Std header name and version supported for the video profile.

**Note**

It is common for video compression standards to allow using all reference pictures associated with active DPB slots as active reference pictures, hence for video decode profiles the values returned in `maxDpbSlots` and `maxActiveReferencePictures` are often equal. Similarly, in case of video decode profiles supporting field pictures the value of `maxActiveReferencePictures` often equals `maxDpbSlots × 2`.

**Valid Usage (Implicit)**

- `VUID-VkVideoCapabilitiesKHR-sType-sType`<br>  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_CAPABILITIES_KHR`
- `VUID-VkVideoCapabilitiesKHR-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 `VkVideoDecodeAV1CapabilitiesKHR`, `VkVideoDecodeDecodeCapabilitiesKHR`, `VkVideoDecodeH264CapabilitiesKHR`, `VkVideoDecodeH265CapabilitiesKHR`, `VkVideoDecodeH264CapabilitiesKHR`, or `VkVideoEncodeH265CapabilitiesKHR`.

- VUID-VkVideoCapabilitiesKHR-sType-unique

The `sType` value of each struct in the `pNext` chain must be unique.

Bits which can be set in `VkVideoCapabilitiesKHR::flags` are:

```c
// Provided by VK_KHR_video_queue
typedef enum VkVideoCapabilityFlagBitsKHR {
    VK_VIDEO_CAPABILITY_PROTECTED_CONTENT_BIT_KHR = 0x00000001,
    VK_VIDEO_CAPABILITY_SEPARATE_REFERENCE/Images_BIT_KHR = 0x00000002,
} VkVideoCapabilityFlagBitsKHR;
```

- `VK_VIDEO_CAPABILITY_PROTECTED_CONTENT_BIT_KHR` indicates that video sessions support producing and consuming protected content.
- `VK_VIDEO_CAPABILITY_SEPARATE_REFERENCE/Images_BIT_KHR` indicates that the video picture resources associated with the DPB slots of a video session can be backed by separate `VkImage` objects. If this capability flag is not present, then all DPB slots of a video session must be associated with video picture resources backed by the same `VkImage` object (e.g. using different layers of the same image).

```c
// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoCapabilityFlagsKHR;
```

`VkVideoCapabilityFlagsKHR` is a bitmask type for setting a mask of zero or more `VkVideoCapabilityFlagBitsKHR`.

### 37.4.2. Video Format Capabilities

To enumerate the supported output, input and DPB image formats and corresponding capabilities for a specific video profile, call:

```c
// Provided by VK_KHR_video_queue
VkResult vkGetPhysicalDeviceVideoFormatPropertiesKHR(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceVideoFormatInfoKHR* pVideoFormatInfo,
    uint32_t* pVideoFormatPropertyCount,
    VkVideoFormatPropertiesKHR* pVideoFormatProperties);
```

- `physicalDevice` is the physical device from which to query the video format properties.
- `pVideoFormatInfo` is a pointer to a `VkPhysicalDeviceVideoFormatInfoKHR` structure specifying...
the usage and video profiles for which supported image formats and capabilities are returned.

- \texttt{pVideoFormatPropertyCount} is a pointer to an integer related to the number of video format properties available or queried, as described below.

- \texttt{pVideoFormatProperties} is a pointer to an array of \texttt{VkVideoFormatPropertiesKHR} structures in which supported image formats and capabilities are returned.

If \texttt{pVideoFormatProperties} is NULL, then the number of video format properties supported for the given \texttt{physicalDevice} is returned in \texttt{pVideoFormatPropertyCount}. Otherwise, \texttt{pVideoFormatPropertyCount} must point to a variable set by the user to the number of elements in the \texttt{pVideoFormatProperties} array, and on return the variable is overwritten with the number of values actually written to \texttt{pVideoFormatProperties}. If the value of \texttt{pVideoFormatPropertyCount} is less than the number of video format properties supported, at most \texttt{pVideoFormatPropertyCount} values will be written to \texttt{pVideoFormatProperties}, and \texttt{VK_INCOMPLETE} will be returned instead of \texttt{VK_SUCCESS}, to indicate that not all the available values were returned.

Video format properties are always queried with respect to a specific set of video profiles. These are specified by chaining the \texttt{VkVideoProfileListInfoKHR} structure to \texttt{pVideoFormatInfo}.

For most use cases, the images are used by a single video session and a single video profile is provided. For a use case such as video transcoding, where a decode session output image can be used as encode input in one or more encode sessions, multiple video profiles corresponding to the video sessions that will share the image must be provided.

If any of the video profiles specified via \texttt{VkVideoProfileListInfoKHR::pProfiles} are not supported, then this command returns one of the video-profile-specific error codes. Furthermore, if \texttt{VkPhysicalDeviceVideoFormatInfoKHR::imageUsage} includes any image usage flags not supported by the specified video profiles, then this command returns \texttt{VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR}.

This command also returns \texttt{VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR} if \texttt{VkPhysicalDeviceVideoFormatInfoKHR::imageUsage} does not include the appropriate flags as dictated by the decode capability flags returned in \texttt{VkVideoDecodeCapabilitiesKHR::flags} for any of the profiles specified in the \texttt{VkVideoProfileListInfoKHR} structure provided in the \texttt{pNext} chain of \texttt{pVideoFormatInfo}.

If the decode capability flags include \texttt{VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR} but not \texttt{VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR}, then in order to query video format properties for decode DPB and output usage, \texttt{VkPhysicalDeviceVideoFormatInfoKHR::imageUsage} must include both \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR} and \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR}. Otherwise, the call will fail with \texttt{VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR}.

If the decode capability flags include \texttt{VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR} but not \texttt{VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR}, then in order to query video format properties for decode DPB usage, \texttt{VkPhysicalDeviceVideoFormatInfoKHR::imageUsage} must include \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR}, but not \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR}. Otherwise, the call will fail with \texttt{VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR}. Similarly, to query video format properties for decode output usage, \texttt{VkPhysicalDeviceVideoFormatInfoKHR::imageUsage} must include \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR}, but not...
VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR. Otherwise, the call will fail with
VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR.

The imageUsage member of the VkPhysicalDeviceVideoFormatInfoKHR structure specifies the
expected video usage flags that the returned video formats must support. Correspondingly, the
imageUsageFlags member of each VkVideoFormatPropertiesKHR structure returned will contain at
least the same set of image usage flags.

If the implementation supports using video input, output, or DPB images of a particular format in
operations other than video decode/encode then the imageUsageFlags member of the corresponding
VkVideoFormatPropertiesKHR structure returned will include additional image usage flags
indicating that.

Note
For most use cases, only decode or encode related usage flags are going to be
specified. For a use case such as transcode, if the image were to be shared between
decode and encode session(s), then both decode and encode related usage flags
can be set.

Multiple VkVideoFormatPropertiesKHR entries may be returned with the same format member with
different componentMapping, imageType, or imageTiling values, as described later.

In addition, a different set of VkVideoFormatPropertiesKHR entries may be returned depending on the
imageUsage member of the VkPhysicalDeviceVideoFormatInfoKHR structure, even for the same set of
video profiles, for example, based on whether encode input, encode DPB, decode output, and/or
decode DPB usage is requested.

The application can select the parameters returned in the VkVideoFormatPropertiesKHR entries and
use compatible parameters when creating the input, output, and DPB images. The implementation
will report all image creation and usage flags that are valid for images used with the requested
video profiles but applications should create images only with those that are necessary for the
particular use case.

Before creating an image, the application can obtain the complete set of supported image format
features by calling vkGetPhysicalDeviceImageFormatProperties2 using parameters derived from
the members of one of the reported VkVideoFormatPropertiesKHR entries and adding the same
VkVideoProfileListInfoKHR structure to the pNext chain of VkPhysicalDeviceImageFormatInfo2.

The following applies to all VkVideoFormatPropertiesKHR entries returned by
vkGetPhysicalDeviceVideoFormatPropertiesKHR:

- vkGetPhysicalDeviceFormatProperties2 must succeed when called with
  VkVideoFormatPropertiesKHR::format
- If VkVideoFormatPropertiesKHR::imageTiling is VK_IMAGE_TILING_OPTIMAL, then the
  optimalTilingFeatures returned by vkGetPhysicalDeviceFormatProperties2 must include all
  format features required by the image usage flags reported in VkVideoFormatPropertiesKHR
  ::imageUsageFlags for the format, as indicated in the Format Feature Dependent Usage Flags
  section.
If `VkVideoFormatPropertiesKHR::imageTiling` is `VK_IMAGE_TILING_LINEAR`, then the linearTilingFeatures returned by `vkGetPhysicalDeviceFormatProperties2` must include all format features required by the image usage flags reported in `VkVideoFormatPropertiesKHR::imageUsageFlags` for the format, as indicated in the Format Feature Dependent Usage Flags section.

`vkGetPhysicalDeviceImageFormatProperties2` must succeed when called with a `VkPhysicalDeviceImageFormatInfo2` structure containing the following information:

- The `pNext` chain including the same `VkVideoProfileListInfoKHR` structure used to call `vkGetPhysicalDeviceVideoFormatPropertiesKHR`.
- `format` set to the value of `VkVideoFormatPropertiesKHR::format`.
- `type` set to the value of `VkVideoFormatPropertiesKHR::imageType`.
- `tiling` set to the value of `VkVideoFormatPropertiesKHR::imageTiling`.
- `usage` set to the value of `VkVideoFormatPropertiesKHR::imageUsageFlags`.
- `flags` set to the value of `VkVideoFormatPropertiesKHR::imageCreateFlags`.

The `componentMapping` member of `VkVideoFormatPropertiesKHR` defines the ordering of the Y’CbCr color channels from the perspective of the video codec operations specified in `VkVideoProfileListInfoKHR`. For example, if the implementation produces video decode output with the format `VK_FORMAT_G8_B8R8_2PLANE_420_UNORM` where the blue and red chrominance channels are swapped then the `componentMapping` member of the corresponding `VkVideoFormatPropertiesKHR` structure will have the following member values:

```c
components.r = VK_COMPONENT_SWIZZLE_B;       // Cb component
components.g = VK_COMPONENT_SWIZZLE_IDENTITY; // Y component
components.b = VK_COMPONENT_SWIZZLE_R;        // Cr component
components.a = VK_COMPONENT_SWIZZLE_IDENTITY; // unused, defaults to 1.0
```

Valid Usage

- VUID-vkGetPhysicalDeviceVideoFormatPropertiesKHR-pNext-06812
  The `pNext` chain of `pVideoFormatInfo` must include a `VkVideoProfileListInfoKHR` structure with `profileCount` greater than 0

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceVideoFormatPropertiesKHR-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceVideoFormatPropertiesKHR-pVideoFormatInfo-parameter
  `pVideoFormatInfo` must be a valid pointer to a valid `VkPhysicalDeviceVideoFormatInfoKHR` structure
- VUID-vkGetPhysicalDeviceVideoFormatPropertiesKHR-pVideoFormatPropertyCount-parameter
pVideoFormatPropertyCount must be a valid pointer to a uint32_t value

- VUID-vkGetPhysicalDeviceVideoFormatPropertiesKHR-pVideoFormatProperties--parameter
  If the value referenced by pVideoFormatPropertyCount is not 0, and pVideoFormatProperties is not NULL, pVideoFormatProperties must be a valid pointer to an array of pVideoFormatPropertyCount VkVideoFormatPropertiesKHR structures

## Return Codes

### Success
- VK_SUCCESS
- VK_INCOMPLETE

### Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR
- VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR
- VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR
- VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR
- VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR

The VkPhysicalDeviceVideoFormatInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkPhysicalDeviceVideoFormatInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkImageUsageFlags imageUsage;
} VkPhysicalDeviceVideoFormatInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **imageUsage** is a bitmask of VkImageUsageFlagBits specifying the intended usage of the video images.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceVideoFormatInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_FORMAT_INFO_KHR
- VUID-VkPhysicalDeviceVideoFormatInfoKHR-pNext-pNext
The `VkVideoFormatPropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkVideoFormatPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkFormat format;
    VkComponentMapping componentMapping;
    VkImageCreateFlags imageCreateFlags;
    VkImageType imageType;
    VkImageTiling imageTiling;
    VkImageUsageFlags imageUsageFlags;
} VkVideoFormatPropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `format` is a `VkFormat` that specifies the format that can be used with the specified video profiles and image usages.
- `componentMapping` defines the color channel order used for the format. `format` along with `componentMapping` describe how the color channels are ordered when producing video decoder output or are expected to be ordered in video encoder input, when applicable. If the `format` reported does not require component swizzling then all members of `componentMapping` will be set to `VK_COMPONENT_SWIZZLE_IDENTITY`.
- `imageCreateFlags` is a bitmask of `VkImageCreateFlagBits` specifying the supported image creation flags for the format.
- `imageType` is a `VkImageType` that specifies the image type the format can be used with.
- `imageTiling` is a `VkImageTiling` that specifies the image tiling the format can be used with.
- `imageUsageFlags` is a bitmask of `VkImageUsageFlagBits` specifying the supported image usage flags for the format.

**Valid Usage (Implicit)**

- VUID-VkVideoFormatPropertiesKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_FORMAT_PROPERTIES_KHR`
37.5. Video Sessions

Video sessions are objects that represent and maintain the state needed to perform video decode or encode operations using a specific video profile.

In case of video encode profiles this includes the current rate control configuration and the currently set video encode quality level.

Video sessions are represented by VkVideoSessionKHR handles:

```c
// Provided by VK_KHR_video_queue
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkVideoSessionKHR)
```

37.5.1. Creating a Video Session

To create a video session object, call:

```c
// Provided by VK_KHR_video_queue
VkResult vkCreateVideoSessionKHR(
    VkDevice device,
    const VkVideoSessionCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkVideoSessionKHR* pVideoSession);
```

- `device` is the logical device that creates the video session.
- `pCreateInfo` is a pointer to a VkVideoSessionCreateInfoKHR structure containing parameters to be used to create the video session.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pVideoSession` is a pointer to a VkVideoSessionKHR handle in which the resulting video session object is returned.

The resulting video session object is said to be created with the video codec operation specified in `pCreateInfo->pVideoProfile->videoCodecOperation`.

The name and version of the codec-specific Video Std header to be used with the video session is specified by the VkExtensionProperties structure pointed to by `pCreateInfo->pStdHeaderVersion`. If a non-existent or unsupported Video Std header version is specified in `pCreateInfo->pStdHeaderVersion->specVersion`, then this command returns VK_ERROR_VIDEO_STD_VERSION_NOT_SUPPORTED_KHR.

Video session objects are created in `uninitialized` state. In order to transition the video session into `initial` state, the application must issue a vkCmdControlVideoCodingKHR command with
Video session objects also maintain the state of the DPB. The number of DPB slots usable with the created video session is specified in `pCreateInfo->maxDpbSlots`, and each slot is initially in the inactive state.

Each DPB slot maintained by the created video session can refer to a reference picture representing a video frame.

In addition, if the `videoCodecOperation` member of the `VkVideoProfileInfoKHR` structure pointed to by `pCreateInfo->pVideoProfile` is `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` and the `pictureLayout` member of the `VkVideoDecodeH264ProfileInfoKHR` structure provided in the `VkVideoProfileInfoKHR`:pNext chain is not `VK_VIDEO_CODEC_OPERATION_DECODE_H264_PICTURE_LAYOUT_PROGRESSIVE_KHR`, then the created video session supports interlaced frames and each DPB slot maintained by the created video session can instead refer to separate top field and bottom field reference pictures that together can represent a full video frame. In this case, it is up to the application, driven by the video content, whether it associates any individual DPB slot with separate top and/or bottom field pictures or a single picture representing a full frame.

The created video session can be used to perform video coding operations using video frames up to the maximum size specified in `pCreateInfo->maxCodedExtent`. The minimum frame size allowed is implicitly derived from `VkVideoCapabilitiesKHR::minCodedExtent`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pCreateInfo->pVideoProfile`. Accordingly, the created video session is said to be created with a `minCodedExtent` equal to that.

In case of video session objects created with a video encode operation, implementations may return the `VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR` error if any of the specified Video Std parameters do not adhere to the syntactic or semantic requirements of the used video compression standard, or if values derived from parameters according to the rules defined by the used video compression standard do not adhere to the capabilities of the video compression standard or the implementation.

Note

Applications should not rely on the `VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR` error being returned by any command as a means to verify Video Std parameters, as implementations are not required to report the error in any specific set of cases.

**Valid Usage (Implicit)**

- VUID-vkCreateVideoSessionKHR-device-parameter
  - `device` must be a valid `VkDevice` handle
- VUID-vkCreateVideoSessionKHR-pCreateInfo-parameter
  - `pCreateInfo` must be a valid pointer to a valid `VkVideoSessionCreateInfoKHR` structure
- VUID-vkCreateVideoSessionKHR-pAllocator-parameter
  - If `pAllocator` is not `NULL`, `pAllocator` must be a valid pointer to a valid `VkAllocationCallbacks` structure
pVideoSession must be a valid pointer to a VkVideoSessionKHR 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_VIDEO_STD_VERSION_NOT_SUPPORTED_KHR
• VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR

The VkVideoSessionCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkVideoSessionCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t queueFamilyIndex;
    VkVideoSessionCreateFlagsKHR flags;
    const VkVideoProfileInfoKHR* pVideoProfile;
    VkFormat pictureFormat;
    VkExtent2D maxCodedExtent;
    VkFormat referencePictureFormat;
    uint32_t maxDpbSlots;
    uint32_t maxActiveReferencePictures;
    const VkExtensionProperties* pStdHeaderVersion;
} VkVideoSessionCreateInfoKHR;
```

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• queueFamilyIndex is the index of the queue family the created video session will be used with.
• flags is a bitmask of VkVideoSessionCreateFlagBitsKHR specifying creation flags.
• pVideoProfile is a pointer to a VkVideoProfileInfoKHR structure specifying the video profile the created video session will be used with.
• pictureFormat is the image format the created video session will be used with. If pVideoProfile->videoCodecOperation specifies a decode operation, then pictureFormat is the image format of decode output pictures usable with the created video session. If pVideoProfile->videoCodecOperation specifies an encode operation, then pictureFormat is the image format of encode input pictures usable with the created video session.
• **maxCodedExtent** is the maximum width and height of the coded frames the created video session will be used with.

• **referencePictureFormat** is the image format of reference pictures stored in the DPB the created video session will be used with.

• **maxDpbSlots** is the maximum number of DPB Slots that can be used with the created video session.

• **maxActiveReferencePictures** is the maximum number of active reference pictures that can be used in a single video coding operation using the created video session.

• **pStdHeaderVersion** is a pointer to a `VkExtensionProperties` structure requesting the Video Std header version to use for the `videoCodecOperation` specified in `pVideoProfile`.

---

**Valid Usage**

• **VUID-VkVideoSessionCreateInfoKHR-protectedMemory-07189**
  If the `protectedMemory` feature is not enabled or if `VkVideoCapabilitiesKHR::flags` does not include `VK_VIDEO_CAPABILITY_PROTECTED_CONTENT_BIT_KHR`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pVideoProfile`, then `flags` must not include `VK_VIDEO_SESSION_CREATE_PROTECTED_CONTENT_BIT_KHR`.

• **VUID-VkVideoSessionCreateInfoKHR-flags-08371**
  If `flags` includes `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, then `videoMaintenance1` must be enabled.

• **VUID-VkVideoSessionCreateInfoKHR-pVideoProfile-04845**
  `pVideoProfile` must be a supported video profile.

• **VUID-VkVideoSessionCreateInfoKHR-maxDpbSlots-04847**
  `maxDpbSlots` must be less than or equal to `VkVideoCapabilitiesKHR::maxDpbSlots`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pVideoProfile`.

• **VUID-VkVideoSessionCreateInfoKHR-maxActiveReferencePictures-04849**
  `maxActiveReferencePictures` must be less than or equal to `VkVideoCapabilitiesKHR::maxActiveReferencePictures`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pVideoProfile`.

• **VUID-VkVideoSessionCreateInfoKHR-maxDpbSlots-04850**
  If either `maxDpbSlots` or `maxActiveReferencePictures` is 0, then both must be 0.

• **VUID-VkVideoSessionCreateInfoKHR-maxCodedExtent-04851**
  `maxCodedExtent` must be between `VkVideoCapabilitiesKHR::minCodedExtent` and `VkVideoCapabilitiesKHR::maxCodedExtent`, inclusive, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pVideoProfile`.

• **VUID-VkVideoSessionCreateInfoKHR-referencePictureFormat-04852**
  If `pVideoProfile->videoCodecOperation` specifies a decode operation and `maxActiveReferencePictures` is greater than 0, then `referencePictureFormat` must be one of the supported decode DPB formats, as returned by `vkGetPhysicalDeviceVideoFormatPropertiesKHR` in `VkVideoFormatPropertiesKHR::format`. 

1984
when called with the `imageUsage` member of its `pVideoFormatInfo` parameter containing `VK_IMAGE_USAGE_VIDEO_DECODER_EXTERNAL_KHR`, and with a `VkVideoProfileListInfoKHR` structure specified in the `pNext` chain of its `pVideoFormatInfo` parameter whose `pProfiles` member contains an element matching `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-referencePictureFormat-06814**

  If `pVideoProfile->videoCodecOperation` specifies an encode operation and `maxActiveReferencePictures` is greater than 0, then `referencePictureFormat` must be one of the supported encode DPB formats, as returned by `vkGetPhysicalDeviceVideoFormatPropertiesKHR` in `VkVideoFormatPropertiesKHR::format` when called with the `imageUsage` member of its `pVideoFormatInfo` parameter containing `VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR`, and with a `VkVideoProfileListInfoKHR` structure specified in the `pNext` chain of its `pVideoFormatInfo` parameter whose `pProfiles` member contains an element matching `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-pictureFormat-04853**

  If `pVideoProfile->videoCodecOperation` specifies a decode operation, then `pictureFormat` must be one of the supported decode output formats, as returned by `vkGetPhysicalDeviceVideoFormatPropertiesKHR` in `VkVideoFormatPropertiesKHR::format` when called with the `imageUsage` member of its `pVideoFormatInfo` parameter containing `VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR`, and with a `VkVideoProfileListInfoKHR` structure specified in the `pNext` chain of its `pVideoFormatInfo` parameter whose `pProfiles` member contains an element matching `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-pictureFormat-04854**

  If `pVideoProfile->videoCodecOperation` specifies an encode operation, then `pictureFormat` must be one of the supported encode input formats, as returned by `vkGetPhysicalDeviceVideoFormatPropertiesKHR` in `VkVideoFormatPropertiesKHR::format` when called with the `imageUsage` member of its `pVideoFormatInfo` parameter containing `VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR`, and with a `VkVideoProfileListInfoKHR` structure specified in the `pNext` chain of its `pVideoFormatInfo` parameter whose `pProfiles` member contains an element matching `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-pStdHeaderVersion-07190**

  `pStdHeaderVersion->extensionName` must match `VkVideoCapabilitiesKHR::stdHeaderVersion.extensionName`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-pStdHeaderVersion-07191**

  `pStdHeaderVersion->specVersion` must be less than or equal to `VkVideoCapabilitiesKHR::stdHeaderVersion.specVersion`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified by `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-pVideoProfile-08251**

  If `pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR` and the `pNext` chain of this structure includes a `VkVideoEncodeH264SessionCreateInfoKHR` structure, then its `maxLevelIdc` member must be less than or equal to `VkVideoEncodeH264CapabilitiesKHR::maxLevelIdc`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified in `pVideoProfile`.

- **VUID-VkVideoSessionCreateInfoKHR-pVideoProfile-08252**
If \( pVideoProfile->videoCodecOperation \) is \( VK\_VIDEO\_CODEC\_OPERATION\_ENCODE\_H265\_BIT\_KHR \) and the \( pNext \) chain of this structure includes a \( VkVideoEncodeH265SessionCreateInfoKHR \) structure, then its \( maxLevelIdc \) member must be less than or equal to \( VkVideoEncodeH265CapabilitiesKHR::maxLevelIdc \), as returned by \( vkGetPhysicalDeviceVideoCapabilitiesKHR \) for the video profile specified in \( pVideoProfile \).

### Valid Usage (Implicit)

- **VUID-VkVideoSessionCreateInfoKHR-sType-sType**
  
  \( sType \) **must** be \( VK\_STRUCTURE\_TYPE\_VIDEO\_SESSION\_CREATE\_INFO\_KHR \)

- **VUID-VkVideoSessionCreateInfoKHR-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 \( VkVideoEncodeH264SessionCreateInfoKHR \) or \( VkVideoEncodeH265SessionCreateInfoKHR \).

- **VUID-VkVideoSessionCreateInfoKHR-sType-unique**
  
  The \( sType \) value of each struct in the \( pNext \) chain **must** be unique.

- **VUID-VkVideoSessionCreateInfoKHR-flags-parameter**
  
  \( flags \) **must** be a valid combination of \( VkVideoSessionCreateFlagBitsKHR \) values.

- **VUID-VkVideoSessionCreateInfoKHR-pVideoProfile-parameter**
  
  \( pVideoProfile \) **must** be a valid pointer to a valid \( VkVideoProfileInfoKHR \) structure.

- **VUID-VkVideoSessionCreateInfoKHR-pictureFormat-parameter**
  
  \( pictureFormat \) **must** be a valid \( VkFormat \) value.

- **VUID-VkVideoSessionCreateInfoKHR-referencePictureFormat-parameter**
  
  \( referencePictureFormat \) **must** be a valid \( VkFormat \) value.

- **VUID-VkVideoSessionCreateInfoKHR-pStdHeaderVersion-parameter**
  
  \( pStdHeaderVersion \) **must** be a valid pointer to a valid \( VkExtensionProperties \) structure.

### Bits which **can** be set in \( VkVideoSessionCreateInfoKHR::flags \) are:

```c
// Provided by VK_KHR_video_queue
typedef enum VkVideoSessionCreateFlagBitsKHR {
    VK_VIDEO_SESSION_CREATE_PROTECTED_CONTENT_BIT_KHR = 0x00000001,
    // Provided by VK_KHR_video_encode_queue
    VK_VIDEO_SESSION_CREATE_ALLOW_ENCODE_PARAMETER_OPTIMIZATIONS_BIT_KHR = 0x00000002,
    // Provided by VK_KHR_video_maintenance1
    VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR = 0x00000004,
} VkVideoSessionCreateFlagBitsKHR;
```

- **VK_VIDEO_SESSION_CREATE_PROTECTED_CONTENT_BIT_KHR** specifies that the video session uses protected video content.

- **VK_VIDEO_SESSION_CREATE_ALLOW_ENCODE_PARAMETER_OPTIMIZATIONS_BIT_KHR** specifies that the implementation is allowed to **override** video session parameters and other codec-specific encoding parameters to optimize video encode operations based on the use case information.
specified in the video profile and the used video encode quality level.

\[ \text{Note} \]

Not specifying \( \text{VK\_VIDEO\_SESSION\_CREATE\_ALLOW\_ENCODE\_PARAMETER\_OPTIMIZATIONS\_BIT\_KHR} \) does not guarantee that the implementation will not do any codec-specific parameter overrides, as certain overrides are necessary for the correct operation of the video encoder implementation due to limitations to the available encoding tools on that implementation. This flag, however, enables the implementation to apply further optimizing overrides.

- \( \text{VK\_VIDEO\_SESSION\_CREATE\_INLINE\_QUERIES\_BIT\_KHR} \) specifies that queries within video coding scopes using the created video session are executed inline with video coding operations.

```c
// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoSessionCreateFlagsKHR;

VkVideoSessionCreateFlagsKHR is a bitmask type for setting a mask of zero or more VkVideoSessionCreateFlagBitsKHR.
```

### 37.5.2. Destroying a Video Session

To destroy a video session, call:

```c
// Provided by VK_KHR_video_queue
void vkDestroyVideoSessionKHR(
    VkDevice device,           // Logical device that destroys the video session.
    VkVideoSessionKHR videoSession,  // Video session to destroy.
    const VkAllocationCallbacks* pAllocator);
```

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

### Valid Usage

- VUID-vkDestroyVideoSessionKHR-videoSession-07192
  All submitted commands that refer to `videoSession` must have completed execution

- VUID-vkDestroyVideoSessionKHR-videoSession-07193
  If `VkAllocationCallbacks` were provided when `videoSession` was created, a compatible set of callbacks must be provided here

- VUID-vkDestroyVideoSessionKHR-videoSession-07194
  If no `VkAllocationCallbacks` were provided when `videoSession` was created, `pAllocator` must be `NULL`
Valid Usage (Implicit)

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

- VUID-vkDestroyVideoSessionKHR-videoSession-parameter
  If videoSession is not VK_NULL_HANDLE, videoSession must be a valid VkVideoSessionKHR handle

- VUID-vkDestroyVideoSessionKHR-pAllocator-parameter
  If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

- VUID-vkDestroyVideoSessionKHR-videoSession-parent
  If videoSession is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to videoSession must be externally synchronized

37.5.3. Video Session Memory Association

After creating a video session object, and before the object can be used to record video coding operations into command buffers using it, the application must allocate and bind device memory to the video session. Device memory is allocated separately (see Device Memory) and then associated with the video session.

Video sessions may have multiple memory bindings identified by unique unsigned integer values. Appropriate device memory must be bound to each such memory binding before using the video session to record command buffer commands with it.

To determine the memory requirements for a video session object, call:

```c
// Provided by VK_KHR_video_queue
VkResult vkGetVideoSessionMemoryRequirementsKHR(
    VkDevice device, 
    VkVideoSessionKHR videoSession, 
    uint32_t* pMemoryRequirementsCount, 
    VkVideoSessionMemoryRequirementsKHR* pMemoryRequirements);
```

- device is the logical device that owns the video session.
- videoSession is the video session to query.
- pMemoryRequirementsCount is a pointer to an integer related to the number of memory binding requirements available or queried, as described below.
- pMemoryRequirements is NULL or a pointer to an array of
VkVideoSessionMemoryRequirementsKHR structures in which the memory binding requirements of the video session are returned.

If `pMemoryRequirements` is NULL, then the number of memory bindings required for the video session is returned in `pMemoryRequirementsCount`. Otherwise, `pMemoryRequirementsCount` must point to a variable set by the user with the number of elements in the `pMemoryRequirements` array, and on return the variable is overwritten with the number of memory binding requirements actually written to `pMemoryRequirements`. If `pMemoryRequirementsCount` is less than the number of memory bindings required for the video session, then at most `pMemoryRequirementsCount` elements will be written to `pMemoryRequirements`, and `VK_INCOMPLETE` will be returned, instead of `VK_SUCCESS`, to indicate that not all required memory binding requirements were returned.

### Valid Usage (Implicit)

- VUID-vkGetVideoSessionMemoryRequirementsKHR-device-parameter
  - `device` must be a valid `VkDevice` handle

- VUID-vkGetVideoSessionMemoryRequirementsKHR-videoSession-parameter
  - `videoSession` must be a valid `VkVideoSessionKHR` handle

- VUID-vkGetVideoSessionMemoryRequirementsKHR-pMemoryRequirementsCount-parameter
  - `pMemoryRequirementsCount` must be a valid pointer to a `uint32_t` value

- VUID-vkGetVideoSessionMemoryRequirementsKHR-pMemoryRequirements-parameters
  - If the value referenced by `pMemoryRequirementsCount` is not 0, and `pMemoryRequirements` is not NULL, `pMemoryRequirements` must be a valid pointer to an array of `VkVideoSessionMemoryRequirementsKHR` structures

- VUID-vkGetVideoSessionMemoryRequirementsKHR-videoSession-parent
  - `videoSession` must have been created, allocated, or retrieved from `device`

### Return Codes

#### Success

- `VK_SUCCESS`
- `VK_INCOMPLETE`

#### Failure

None

The `VkVideoSessionMemoryRequirementsKHR` structure is defined as:
// Provided by VK_KHR_video_queue
typedef struct VkVideoSessionMemoryRequirementsKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t memoryBindIndex;
    VkMemoryRequirements memoryRequirements;
} VkVideoSessionMemoryRequirementsKHR;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `memoryBindIndex` is the index of the memory binding.
- `memoryRequirements` is a `VkMemoryRequirements` structure in which the requested memory binding requirements for the binding index specified by `memoryBindIndex` are returned.

Valid Usage (Implicit)

- VUID-VkVideoSessionMemoryRequirementsKHR-sType-sType `sType` must be `VK_STRUCTURE_TYPE_VIDEO_SESSION_MEMORY_REQUIREMENTS_KHR`
- VUID-VkVideoSessionMemoryRequirementsKHR-pNext-pNext `pNext` must be `NULL`

To attach memory to a video session object, call:

// Provided by VK_KHR_video_queue
VkResult vkBindVideoSessionMemoryKHR(
    VkDevice device, 
    VkVideoSessionKHR videoSession, 
    uint32_t bindSessionMemoryInfoCount, 
    const VkBindVideoSessionMemoryInfoKHR* pBindSessionMemoryInfos);

- `device` is the logical device that owns the video session.
- `videoSession` is the video session to be bound with device memory.
- `bindSessionMemoryInfoCount` is the number of elements in `pBindSessionMemoryInfos`.
- `pBindSessionMemoryInfos` is a pointer to an array of `bindSessionMemoryInfoCount` `VkBindVideoSessionMemoryInfoKHR` structures specifying memory regions to be bound to specific memory bindings of the video session.

The valid usage statements below refer to the `VkMemoryRequirements` structure corresponding to a specific element of `pBindSessionMemoryInfos`, which is defined as follows:

- If the `memoryBindIndex` member of the element of `pBindSessionMemoryInfos` in question matches the `memoryBindIndex` member of one of the elements returned in `pMemoryRequirements` when `vkGetVideoSessionMemoryRequirementsKHR` is called with the same `videoSession` and with
pMemoryRequirementsCount equal to bindSessionMemoryInfoCount, then the memoryRequirements member of that element of pMemoryRequirements is the VkMemoryRequirements structure corresponding to the element of pBindSessionMemoryInfos in question.

- Otherwise the element of pBindSessionMemoryInfos in question is said to not have a corresponding VkMemoryRequirements structure.

### Valid Usage

- VUID-vkBindVideoSessionMemoryKHR-videoSession-07195
  The memory binding of videoSession identified by the memoryBindIndex member of any element of pBindSessionMemoryInfos must not already be backed by a memory object

- VUID-vkBindVideoSessionMemoryKHR-memoryBindIndex-07196
  The memoryBindIndex member of each element of pBindSessionMemoryInfos must be unique within pBindSessionMemoryInfos

- VUID-vkBindVideoSessionMemoryKHR-pBindSessionMemoryInfos-07197
  Each element of pBindSessionMemoryInfos must have a corresponding VkMemoryRequirements structure

- VUID-vkBindVideoSessionMemoryKHR-pBindSessionMemoryInfos-07198
  If an element of pBindSessionMemoryInfos has a corresponding VkMemoryRequirements structure, then the memory member of that element of pBindSessionMemoryInfos must have been allocated using one of the memory types allowed in the memoryTypeBits member of the corresponding VkMemoryRequirements structure

- VUID-vkBindVideoSessionMemoryKHR-pBindSessionMemoryInfos-07199
  If an element of pBindSessionMemoryInfos has a corresponding VkMemoryRequirements structure, then the memoryOffset member of that element of pBindSessionMemoryInfos must be an integer multiple of the alignment member of the corresponding VkMemoryRequirements structure

- VUID-vkBindVideoSessionMemoryKHR-pBindSessionMemoryInfos-07200
  If an element of pBindSessionMemoryInfos has a corresponding VkMemoryRequirements structure, then the memorySize member of that element of pBindSessionMemoryInfos must equal the size member of the corresponding VkMemoryRequirements structure

### Valid Usage (Implicit)

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

- VUID-vkBindVideoSessionMemoryKHR-videoSession-parameter
videoSession must be a valid VkVideoSessionKHR handle

- VUID-vkBindVideoSessionMemoryKHR-pBindSessionMemoryInfos-parameter
pBindSessionMemoryInfos must be a valid pointer to an array of bindSessionMemoryInfoCount valid VkBindVideoSessionMemoryInfoKHR structures

- VUID-vkBindVideoSessionMemoryKHR-bindSessionMemoryInfoCount-arraylength
bindSessionMemoryInfoCount must be greater than 0
Host Synchronization

- Host access to `videoSession` must be externally synchronized

Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The `VkBindVideoSessionMemoryInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkBindVideoSessionMemoryInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t memoryBindIndex;
    VkDeviceMemory memory;
    VkDeviceSize memoryOffset;
    VkDeviceSize memorySize;
} VkBindVideoSessionMemoryInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `memoryBindIndex` is the memory binding index to bind memory to.
- `memory` is the allocated device memory to be bound to the video session’s memory binding with index `memoryBindIndex`.
- `memoryOffset` is the start offset of the region of `memory` which is to be bound.
- `memorySize` is the size in bytes of the region of `memory`, starting from `memoryOffset` bytes, to be bound.

Valid Usage

- VUID-VkBindVideoSessionMemoryInfoKHR-memoryOffset-07201
  `memoryOffset` must be less than the size of `memory`
- VUID-VkBindVideoSessionMemoryInfoKHR-memorySize-07202
  `memorySize` must be less than the size of `memory`
memorySize must be less than or equal to the size of memory minus memoryOffset

Valid Usage (Implicit)

- VUID-VkBindVideoSessionMemoryInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_BIND_VIDEO_SESSION_MEMORY_INFO_KHR
- VUID-VkBindVideoSessionMemoryInfoKHR-pNext-pNext
  pNext must be NULL
- VUID-VkBindVideoSessionMemoryInfoKHR-memory-parameter
  memory must be a valid VkDeviceMemory handle

37.6. Video Profile Compatibility

Resources and query pools used with a particular video session must be compatible with the video profile the video session was created with.

A VkBuffer is compatible with a video profile if it was created with the VkBufferCreateInfo::pNext chain including a VkVideoProfileListInfoKHR structure with its pProfiles member containing an element matching the VkVideoProfileInfoKHR structure chain describing the video profile, and VkBufferCreateInfo::usage including at least one bit specific to video coding usage.

- VK_BUFFER_USAGE_VIDEO_DECODE_SRC_BIT_KHR
- VK_BUFFER_USAGE_VIDEO_DECODE_DST_BIT_KHR
- VK_BUFFER_USAGE_VIDEO_ENCODE_SRC_BIT_KHR
- VK_BUFFER_USAGE_VIDEO_ENCODE_DST_BIT_KHR

A VkBuffer is also compatible with a video profile if it was created with VkBufferCreateInfo::flags including VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR.

A VkImage is compatible with a video profile if it was created with the VkImageCreateInfo::pNext chain including a VkVideoProfileListInfoKHR structure with its pProfiles member containing an element matching the VkVideoProfileInfoKHR structure chain describing the video profile, and VkImageCreateInfo::usage including at least one bit specific to video coding usage.

- VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR

A VkImage is also compatible with a video profile if all of the following conditions are true for the VkImageCreateInfo structure the image was created with:
• VkImageCreateInfo::flags included VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR.

• The list of VkVideoFormatPropertiesKHR structures, obtained by calling vkGetPhysicalDeviceVideoFormatPropertiesKHR with VkPhysicalDeviceVideoFormatInfoKHR::imageUsage equal to the VkImageCreateInfo::usage the image was created with and the VkPhysicalDeviceVideoFormatInfoKHR::pNext chain including a VkVideoProfileListInfoKHR structure with its pProfiles member containing a single array element specifying the VkVideoProfileInfoKHR structure chain describing the video profile in question, contains an element for which all of the following conditions are true with respect to the VkImageCreateInfo structure the image was created with:
  ◦ VkImageCreateInfo::format equals VkVideoFormatPropertiesKHR::format.
  ◦ VkImageCreateInfo::flags only contains bits also set in VkVideoFormatPropertiesKHR::imageCreateFlags.
  ◦ VkImageCreateInfo::imageType equals VkVideoFormatPropertiesKHR::imageType.
  ◦ VkImageCreateInfo::tiling equals VkVideoFormatPropertiesKHR::imageTiling.
  ◦ VkImageCreateInfo::usage only contains bits also set in VkVideoFormatPropertiesKHR::imageUsageFlags.

Note
While some of these rules allow creating buffer or image resources that may be compatible with any video profile, applications should still prefer to include the specific video profiles the buffer or image resource is expected to be used with (through a VkVideoProfileListInfoKHR structure included in the pNext chain of the corresponding create info structure) whenever the information about the complete set of video profiles is available at resource creation time, to enable the implementation to optimize the created resource for the specific use case. In the absence of that information, the implementation may have to make conservative decisions about the memory requirements or representation of the resource.

A VkImageView is compatible with a video profile if the VkImage it was created from is also compatible with that video profile.

A VkQueryPool is compatible with a video profile if it was created with the VkQueryPoolCreateInfo::pNext chain including a VkVideoProfileInfoKHR structure chain describing the same video profile, and VkQueryPoolCreateInfo::queryType having one of the following values:

• VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR
• VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR

37.7. Video Session Parameters

Video session parameters objects can store preprocessed codec-specific parameters used with a compatible video session, and enable reducing the number of parameters needed to be provided and processed by the implementation while recording video coding operations into command buffers.
Parameters stored in such objects are *immutable* to facilitate the concurrent use of the stored parameters in multiple threads. At the same time, new parameters *can* be added to existing objects using the `vkUpdateVideoSessionParametersKHR` command.

In order to support concurrent use of the stored immutable parameters while also allowing the video session parameters object to be extended with new parameters, each video session parameters object maintains an *update sequence counter* that is set to 0 at object creation time and *must* be incremented by each subsequent update operation.

Certain video sequences that adhere to particular video compression standards permit updating previously supplied parameters. If a parameter update is necessary, the application has the following options:

- Cache the set of parameters on the application side and create a new video session parameters object adding all the parameters with appropriate changes, as necessary; or
- Create a new video session parameters object providing only the updated parameters and the previously used object as the template, which ensures that parameters not specified at creation time will be copied unmodified from the template object.

The actual types of parameters that *can* be stored and the capacity for individual parameter types, and the methods of initializing, updating, and referring to individual parameters are specific to the video codec operation the video session parameters object was created with.

- For `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` these are defined in the [H.264 Decode Parameter Sets](#) section.
- For `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` these are defined in the [H.265 Decode Parameter Sets](#) section.
- For `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR` these are defined in the [AV1 Decode Parameter Sets](#) section.
- For `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR` these are defined in the [H.264 Encode Parameter Sets](#) section.
- For `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` these are defined in the [H.265 Encode Parameter Sets](#) section.

Video session parameters objects created with an encode operation are further specialized based on the video encode quality level the video session parameters are used with, as implementations *may* apply different sets of parameter overrides depending on the used quality level. This enables implementations to store the potentially optimized set of parameters in these objects, further limiting the necessary processing required while recording video encode operations into command buffers.

Video session parameters are represented by `VkVideoSessionParametersKHR` handles:

```c
// Provided by VK_KHR_video_queue
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkVideoSessionParametersKHR)
```
37.7.1. Creating Video Session Parameters

To create a video session parameters object, call:

```c
// Provided by VK_KHR_video_queue
VkResult vkCreateVideoSessionParametersKHR(
    VkDevice device,
    const VkVideoSessionParametersCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkVideoSessionParametersKHR* pVideoSessionParameters);
```

- **device** is the logical device that creates the video session parameters object.
- **pCreateInfo** is a pointer to `VkVideoSessionParametersCreateInfoKHR` structure containing parameters to be used to create the video session parameters object.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pVideoSessionParameters** is a pointer to a `VkVideoSessionParametersKHR` handle in which the resulting video session parameters object is returned.

The resulting video session parameters object is said to be created with the video codec operation `pCreateInfo->videoSession` was created with.

Video session parameters objects created with an encode operation are always created with respect to a video encode quality level. By default, the created video session parameters objects are created with quality level zero, unless otherwise specified by including a `VkVideoEncodeQualityLevelInfoKHR` structure in the `pCreateInfo->pNext` chain, in which case the video session parameters object is created with the quality level specified in `VkVideoEncodeQualityLevelInfoKHR::qualityLevel`.

If `pCreateInfo->videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then it will be used as a template for constructing the new video session parameters object. This happens by first adding any parameters according to the additional creation parameters provided in the `pCreateInfo->pNext` chain, followed by adding any parameters from the template object that have a key that does not match the key of any of the already added parameters.

For video session parameters objects created with an encode operation, the template object specified in `pCreateInfo->videoSessionParametersTemplate` must have been created with the same video encode quality level as the newly created object.

**Note**

This means that codec-specific parameters stored in video session parameters objects can only be reused across different video encode quality levels by re-specifying them, as previously created video session parameters against other quality levels cannot be used as template because the original codec-specific parameters (before the implementation may have applied parameter overrides) may no longer be available in them for the purposes of constructing the derived object.
If `pCreateInfo->videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the created video session parameters object will initially contain the following sets of parameter entries:

- **StdVideoH264SequenceParameterSet** structures representing **H.264 SPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not NULL, then the set of `StdVideoH264SequenceParameterSet` entries specified in `pParametersAddInfo->pStdSPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH264SequenceParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `seq_parameter_set_id`.

- **StdVideoH264PictureParameterSet** structures representing **H.264 PPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not NULL, then the set of `StdVideoH264PictureParameterSet` entries specified in `pParametersAddInfo->pStdPPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH264PictureParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `seq_parameter_set_id` and `pic_parameter_set_id`.

If `pCreateInfo->videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the created video session parameters object will initially contain the following sets of parameter entries:

- **StdVideoH265VideoParameterSet** structures representing **H.265 VPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not NULL, then the set of `StdVideoH265VideoParameterSet` entries specified in `pParametersAddInfo->pStdVPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH265VideoParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `vps_video_parameter_set_id`.

- **StdVideoH265SequenceParameterSet** structures representing **H.265 SPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not NULL, then the set of `StdVideoH265SequenceParameterSet` entries specified in `pParametersAddInfo->pStdSPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH265SequenceParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `seq_parameter_set_id`.

1997
sps_video_parameter_set_id and sps_seq_parameter_set_id.

- StdVideoH265PictureParameterSet structures representing H.265 PPS entries, as follows:
  - If the pParametersAddInfo member of the VkVideoDecodeH265SessionParametersCreateInfoKHR structure provided in the pCreateInfo->pNext chain is not NULL, then the set of StdVideoH265PictureParameterSet entries specified in pParametersAddInfo->pStdPPSs are added first;
  - If pCreateInfo->videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH265PictureParameterSet entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same sps_video_parameter_set_id, pps_seq_parameter_set_id, and pps_pic_parameter_set_id.

If pCreateInfo->videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR, then the created video session parameters object will contain a single AV1 sequence header represented by a StdVideoAV1SequenceHeader structure specified through the pStdSequenceHeader member of the VkVideoDecodeAV1SessionParametersCreateInfoKHR structure provided in the pCreateInfo->pNext chain. As such video session parameters objects can only contain a single AV1 sequence header, it is not possible to use a previously created object as a template or subsequently update the created video session parameters object.

If pCreateInfo->videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the created video session parameters object will initially contain the following sets of parameter entries:

- StdVideoH264SequenceParameterSet structures representing H.264 SPS entries, as follows:
  - If the pParametersAddInfo member of the VkVideoEncodeH264SessionParametersCreateInfoKHR structure provided in the pCreateInfo->pNext chain is not NULL, then the set of StdVideoH264SequenceParameterSet entries specified in pParametersAddInfo->pStdSPSs are added first;
  - If pCreateInfo->videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH264SequenceParameterSet entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same seq_parameter_set_id.
- StdVideoH264PictureParameterSet structures representing H.264 PPS entries, as follows:
  - If the pParametersAddInfo member of the VkVideoEncodeH264SessionParametersCreateInfoKHR structure provided in the pCreateInfo->pNext chain is not NULL, then the set of StdVideoH264PictureParameterSet entries specified in pParametersAddInfo->pStdPPSs are added first;
  - If pCreateInfo->videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH264PictureParameterSet entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same seq_parameter_set_id and pic_parameter_set_id.

If pCreateInfo->videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the created video session parameters object
will initially contain the following sets of parameter entries:

- **StdVideoH265VideoParameterSet** structures representing **H.265 VPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoEncodeH265SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not **NULL**, then the set of `StdVideoH265VideoParameterSet` entries specified in `pParametersAddInfo->pStdVPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not **VK_NULL_HANDLE**, then each `StdVideoH265VideoParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `vps_video_parameter_set_id`.

- **StdVideoH265SequenceParameterSet** structures representing **H.265 SPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoEncodeH265SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not **NULL**, then the set of `StdVideoH265SequenceParameterSet` entries specified in `pParametersAddInfo->pStdSPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not **VK_NULL_HANDLE**, then each `StdVideoH265SequenceParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `sps_video_parameter_set_id` and `sps_seq_parameter_set_id`.

- **StdVideoH265PictureParameterSet** structures representing **H.265 PPS** entries, as follows:
  - If the `pParametersAddInfo` member of the `VkVideoEncodeH265SessionParametersCreateInfoKHR` structure provided in the `pCreateInfo->pNext` chain is not **NULL**, then the set of `StdVideoH265PictureParameterSet` entries specified in `pParametersAddInfo->pStdPPSs` are added first;
  - If `pCreateInfo->videoSessionParametersTemplate` is not **VK_NULL_HANDLE**, then each `StdVideoH265PictureParameterSet` entry stored in it is copied to the created video session parameters object if the created object does not already contain such an entry with the same `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id`.

In case of video session parameters objects created with a video encode operation, implementations **may** return the **VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR** error if any of the specified Video Std parameters do not adhere to the syntactic or semantic requirements of the used video compression standard, or if values derived from parameters according to the rules defined by the used video compression standard do not adhere to the capabilities of the video compression standard or the implementation.

**Note**

Applications **should** not rely on the **VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR** error being returned by any command as a means to verify Video Std parameters, as implementations are not required to report the error in any specific set of cases.
Valid Usage (Implicit)

• VUID-vkCreateVideoSessionParametersKHR-device-parameter
device must be a valid VkDevice handle

• VUID-vkCreateVideoSessionParametersKHR-pCreateInfo-parameter
pCreateInfo must be a valid pointer to a valid VkVideoSessionParametersCreateInfoKHR structure

• VUID-vkCreateVideoSessionParametersKHR-pAllocator-parameter
If pAllocator is not NULL, pAllocator must be a valid pointer to a valid VkAllocationCallbacks structure

• VUID-vkCreateVideoSessionParametersKHR-pVideoSessionParameters-parameter
pVideoSessionParameters must be a valid pointer to a VkVideoSessionParametersKHR 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_INVALID_VIDEO_STD_PARAMETERS_KHR

The VkVideoSessionParametersCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkVideoSessionParametersCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoSessionParametersCreateFlagsKHR flags;
    VkVideoSessionParametersKHR videoSessionParametersTemplate;
    VkVideoSessionKHR videoSession;
} VkVideoSessionParametersCreateInfoKHR;
```

• 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.
• videoSessionParametersTemplate is VK_NULL_HANDLE or a valid handle to a VkVideoSessionParametersKHR object used as a template for constructing the new video session parameters object.
• **videoSession** is the video session object against which the video session parameters object is going to be created.

Limiting values are defined below that are referenced by the relevant valid usage statements of this structure.

• If **videoSession** was created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then let `StdVideoH264SequenceParameterSet spsAddList[]` be the list of H.264 SPS entries to add to the created video session parameters object, defined as follows:
  ◦ If the `pParametersAddInfo` member of the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure provided in the `pNext` chain is not `NULL`, then the set of `StdVideoH264SequenceParameterSet` entries specified in `pParametersAddInfo->pStdSPSs` are added to `spsAddList`;
  ◦ If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH264SequenceParameterSet` entry stored in it with `seq_parameter_set_id` not matching any of the entries already in `spsAddList` is added to `spsAddList`.

• If **videoSession** was created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then let `StdVideoH264PictureParameterSet ppsAddList[]` be the list of H.264 PPS entries to add to the created video session parameters object, defined as follows:
  ◦ If the `pParametersAddInfo` member of the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure provided in the `pNext` chain is not `NULL`, then the set of `StdVideoH264PictureParameterSet` entries specified in `pParametersAddInfo->pStdPPSs` are added to `ppsAddList`;
  ◦ If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH264PictureParameterSet` entry stored in it with `seq_parameter_set_id` or `pic_parameter_set_id` not matching any of the entries already in `ppsAddList` is added to `ppsAddList`.

• If **videoSession** was created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then let `StdVideoH265VideoParameterSet vpsAddList[]` be the list of H.265 VPS entries to add to the created video session parameters object, defined as follows:
  ◦ If the `pParametersAddInfo` member of the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure provided in the `pNext` chain is not `NULL`, then the set of `StdVideoH265VideoParameterSet` entries specified in `pParametersAddInfo->pStdVPSs` are added to `vpsAddList`;
  ◦ If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH265VideoParameterSet` entry stored in it with `vps_video_parameter_set_id` not matching any of the entries already in `vpsAddList` is added to `vpsAddList`.

• If **videoSession** was created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then let `StdVideoH265SequenceParameterSet spsAddList[]` be the list of H.265 SPS entries to add to the created video session parameters object, defined as follows:
- If the `pParametersAddInfo` member of the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure provided in the `pNext` chain is not `NULL`, then the set of `StdVideoH265SequenceParameterSet` entries specified in `pParametersAddInfo->pStdSPSs` are added to `spsAddList`;

- If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH265SequenceParameterSet` entry stored in it with `sps_video_parameter_set_id` or `sps_seq_parameter_set_id` not matching any of the entries already in `spsAddList` is added to `spsAddList`.

- If `videoSession` was created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then let `uint32_t qualityLevel` be the video encode quality level of the created video session parameters object, defined as follows:
  - If the `pNext` chain of this structure includes a `VkVideoEncodeQualityLevelInfoKHR` structure, then `qualityLevel` is equal to `VkVideoEncodeQualityLevelInfoKHR::qualityLevel`.
  - Otherwise `qualityLevel` is `0`.

- If `videoSession` was created with the codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then let `StdVideoH264SequenceParameterSet` `spsAddList[]` be the list of `H.264 SPS` entries to add to the created video session parameters object, defined as follows:
  - If the `pParametersAddInfo` member of the `VkVideoEncodeH264SessionParametersCreateInfoKHR` structure provided in the `pNext` chain is not `NULL`, then the set of `StdVideoH264SequenceParameterSet` entries specified in `pParametersAddInfo->pStdSPSs` are added to `spsAddList`;
  - If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, then each `StdVideoH264SequenceParameterSet` entry stored in it with `seq_parameter_set_id` not matching any of the entries already in `spsAddList` is added to `spsAddList`.

- If `videoSession` was created with the codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then let `StdVideoH264PictureParameterSet` `ppsAddList[]` be the list of `H.264 PPS` entries to add to the created video session parameters object, defined as follows:
  - If the `pNext` chain of this structure includes a `VkVideoEncodeQualityLevelInfoKHR` structure, then `qualityLevel` is equal to `VkVideoEncodeQualityLevelInfoKHR::qualityLevel`.
  - Otherwise `qualityLevel` is `0`.

- If `videoSession` was created with the codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then let `uint32_t qualityLevel` be the video encode quality level of the created video session parameters object, defined as follows:
  - If the `pNext` chain of this structure includes a `VkVideoEncodeQualityLevelInfoKHR` structure, then `qualityLevel` is equal to `VkVideoEncodeQualityLevelInfoKHR::qualityLevel`.
  - Otherwise `qualityLevel` is `0`.
ParametersAddInfo->pStdPPSs are added to ppsAddList;

- If videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH264PictureParameterSet entry stored in it with seq_parameter_set_id or pic_parameter_set_id not matching any of the entries already in ppsAddList is added to ppsAddList.

- If videoSession was created with the codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then let StdVideoH265VideoParameterSet vpsAddList[] be the list of H.265 VPS entries to add to the created video session parameters object, defined as follows:
  - If the pParametersAddInfo member of the VkVideoEncodeH265SessionParametersCreateInfoKHR structure provided in the pNext chain is not NULL, then the set of StdVideoH265VideoParameterSet entries specified in pParametersAddInfo->pStdVPSs are added to vpsAddList;
  - If videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH265VideoParameterSet entry stored in it with vps_video_parameter_set_id not matching any of the entries already in vpsAddList is added to vpsAddList.

- If videoSession was created with the codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then let StdVideoH265SequenceParameterSet spsAddList[] be the list of H.265 SPS entries to add to the created video session parameters object, defined as follows:
  - If the pParametersAddInfo member of the VkVideoEncodeH265SessionParametersCreateInfoKHR structure provided in the pNext chain is not NULL, then the set of StdVideoH265SequenceParameterSet entries specified in pParametersAddInfo->pStdSPSs are added to spsAddList;
  - If videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH265SequenceParameterSet entry stored in it with sps_video_parameter_set_id or sps_seq_parameter_set_id not matching any of the entries already in spsAddList is added to spsAddList.

- If videoSession was created with the codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then let StdVideoH265PictureParameterSet ppsAddList[] be the list of H.265 PPS entries to add to the created video session parameters object, defined as follows:
  - If the pParametersAddInfo member of the VkVideoEncodeH265SessionParametersCreateInfoKHR structure provided in the pNext chain is not NULL, then the set of StdVideoH265PictureParameterSet entries specified in pParametersAddInfo->pStdPPSs are added to ppsAddList;
  - If videoSessionParametersTemplate is not VK_NULL_HANDLE, then each StdVideoH265PictureParameterSet entry stored in it with sps_video_parameter_set_id, pps_seq_parameter_set_id, or pps_pic_parameter_set_id not matching any of the entries already in ppsAddList is added to ppsAddList.
Valid Usage

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSessionParametersTemplate-04855
  If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, it must have been created against `videoSession`.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSessionParametersTemplate-08310
  If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE` and `videoSession` was created with an encode operation, then `qualityLevel` must equal the video encode quality level `videoSessionParametersTemplate` was created with.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07203
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the `pNext` chain must include a `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07204
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the number of elements of `spsAddList` must be less than or equal to the `maxStdSPSCount` specified in the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure included in the `pNext` chain.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07205
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the number of elements of `ppsAddList` must be less than or equal to the `maxStdPPSCount` specified in the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure included in the `pNext` chain.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07206
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the `pNext` chain must include a `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07207
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the number of elements of `vpsAddList` must be less than or equal to the `maxStdVPSCount` specified in the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure included in the `pNext` chain.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07208
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the number of elements of `spsAddList` must be less than or equal to the `maxStdSPSCount` specified in the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure included in the `pNext` chain.

• VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07209
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the number of elements of `ppsAddList`
must be less than or equal to the maxStdPPSCount specified in the VkVideoDecodeH265SessionParametersCreateInfoKHR structure included in the pNext chain

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-09258
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR, then videoSessionParametersTemplate must be VK_NULL_HANDLE

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-09259
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR, then the pNext chain must include a VkVideoDecodeAV1SessionParametersCreateInfoKHR structure

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07210
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the pNext chain must include a VkVideoEncodeH264SessionParametersCreateInfoKHR structure

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-04839
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the number of elements of spsAddList must be less than or equal to the maxStdSPSCount specified in the VkVideoEncodeH264SessionParametersCreateInfoKHR structure included in the pNext chain

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-04840
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the number of elements of ppsAddList must be less than or equal to the maxStdPPSCount specified in the VkVideoEncodeH264SessionParametersCreateInfoKHR structure included in the pNext chain

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-07211
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the pNext chain must include a VkVideoEncodeH265SessionParametersCreateInfoKHR structure

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-04841
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the number of elements of vpsAddList must be less than or equal to the maxStdVPSCount specified in the VkVideoEncodeH265SessionParametersCreateInfoKHR structure included in the pNext chain

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-04842
  If videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the number of elements of spsAddList must be less than or equal to the maxStdSPSCount specified in the VkVideoEncodeH265SessionParametersCreateInfoKHR structure included in the pNext chain

- VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-04843
If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the number of elements of `ppsAddList` must be less than or equal to the `maxStdPPSCount` specified in the `VkVideoEncodeH265SessionParametersCreateInfoKHR` structure included in the `pNext` chain.

- **VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-08319**
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then `num_tile_columns_minus1` must be less than `VkVideoEncodeH265CapabilitiesKHR::maxTiles.width`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile `videoSession` was created with, for each element of `ppsAddList`.

- **VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-08320**
  If `videoSession` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then `num_tile_rows_minus1` must be less than `VkVideoEncodeH265CapabilitiesKHR::maxTiles.height`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile `videoSession` was created with, for each element of `ppsAddList`.

**Valid Usage (Implicit)**

- **VUID-VkVideoSessionParametersCreateInfoKHR-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_SESSION_PARAMETERS_CREATE_INFO_KHR`.

- **VUID-VkVideoSessionParametersCreateInfoKHR-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 `VkVideoDecodeAV1SessionParametersCreateInfoKHR`, `VkVideoDecodeH264SessionParametersCreateInfoKHR`, `VkVideoDecodeH265SessionParametersCreateInfoKHR`, `VkVideoEncodeH264SessionParametersCreateInfoKHR`, `VkVideoEncodeH265SessionParametersCreateInfoKHR`, or `VkVideoEncodeQualityLevelInfoKHR`.

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

- **VUID-VkVideoSessionParametersCreateInfoKHR-flags-zerobitmask**
  `flags` must be `0`.

- **VUID-VkVideoSessionParametersCreateInfoKHR-videoSessionParametersTemplate-parameter**
  If `videoSessionParametersTemplate` is not `VK_NULL_HANDLE`, `videoSessionParametersTemplate` must be a valid `VkVideoSessionParametersKHR` handle.

- **VUID-VkVideoSessionParametersCreateInfoKHR-videoSession-parameter**
  `videoSession` must be a valid `VkVideoSessionKHR` handle.

- **VUID-VkVideoSessionParametersCreateInfoKHR-videoSessionParametersTemplate-parent**
  If `videoSessionParametersTemplate` is a valid handle, it must have been created, allocated,
or retrieved from videoSession

• VUID-VkVideoSessionParametersCreateInfoKHR-commonparent
  Both of videoSession, and videoSessionParametersTemplate that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoSessionParametersCreateFlagsKHR;

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

### 37.7.2. Destroying Video Session Parameters

To destroy a video session parameters object, call:

// Provided by VK_KHR_video_queue
void vkDestroyVideoSessionParametersKHR(
    VkDevice device,
    VkVideoSessionParametersKHR videoSessionParameters,
    const VkAllocationCallbacks* pAllocator);

• device is the logical device that destroys the video session parameters object.
• videoSessionParameters is the video session parameters object to destroy.
• pAllocator controls host memory allocation as described in the Memory Allocation chapter.

#### Valid Usage

• VUID-vkDestroyVideoSessionParametersKHR-videoSessionParameters-07212
  All submitted commands that refer to videoSessionParameters must have completed execution

• VUID-vkDestroyVideoSessionParametersKHR-videoSessionParameters-07213
  If VkAllocationCallbacks were provided when videoSessionParameters was created, a compatible set of callbacks must be provided here

• VUID-vkDestroyVideoSessionParametersKHR-videoSessionParameters-07214
  If no VkAllocationCallbacks were provided when videoSessionParameters was created, pAllocator must be NULL

#### Valid Usage (Implicit)

• VUID-vkDestroyVideoSessionParametersKHR-device-parameter
  device must be a valid VkDevice handle
Host Synchronization

- Host access to `videoSessionParameters` must be externally synchronized.

### 37.7.3. Updating Video Session Parameters

To update video session parameters object with new parameters, call:

```c
// Provided by VK_KHR_video_queue
VkResult vkUpdateVideoSessionParametersKHR(  
    VkDevice device,  
    VkVideoSessionParametersKHR videoSessionParameters,  
    const VkVideoSessionParametersUpdateInfoKHR* pUpdateInfo);
```

- `device` is the logical device that updates the video session parameters.
- `videoSessionParameters` is the video session parameters object to update.
- `pUpdateInfo` is a pointer to a `VkVideoSessionParametersUpdateInfoKHR` structure specifying the parameter update information.

After a successful call to this command, the **update sequence counter** of `videoSessionParameters` is changed to the value specified in `pUpdateInfo->updateSequenceCount`.

**Note**

As each update issued to a video session parameters object needs to specify the next available update sequence count value, concurrent updates of the same video session parameters object are inherently disallowed. However, recording video coding operations to command buffers referring to parameters previously added to the video session parameters object is allowed, even if there is a concurrent update in progress adding some new entries to the object.

If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATIONDecode_H264_BIT_KHR` and the `pUpdateInfo->pNext` chain includes a `VkVideoDecodeH264SessionParametersAddInfoKHR` structure, then this command adds the following parameter entries to `videoSessionParameters`:

---

2008
• The H.264 SPS entries specified in `VkVideoDecodeH264SessionParametersAddInfoKHR::pStdSPSs`.
• The H.264 PPS entries specified in `VkVideoDecodeH264SessionParametersAddInfoKHR::pStdPPSs`.

If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` and the `pUpdateInfo->pNext` chain includes a `VkVideoDecodeH265SessionParametersAddInfoKHR` structure, then this command adds the following parameter entries to `videoSessionParameters`:

• The H.265 VPS entries specified in `VkVideoDecodeH265SessionParametersAddInfoKHR::pStdVPSs`.
• The H.265 SPS entries specified in `VkVideoDecodeH265SessionParametersAddInfoKHR::pStdSPSs`.
• The H.265 PPS entries specified in `VkVideoDecodeH265SessionParametersAddInfoKHR::pStdPPSs`.

If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR` and the `pUpdateInfo->pNext` chain includes a `VkVideoEncodeH264SessionParametersAddInfoKHR` structure, then this command adds the following parameter entries to `videoSessionParameters`:

• The H.264 SPS entries specified in `VkVideoEncodeH264SessionParametersAddInfoKHR::pStdSPSs`.
• The H.264 PPS entries specified in `VkVideoEncodeH264SessionParametersAddInfoKHR::pStdPPSs`.

If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and the `pUpdateInfo->pNext` chain includes a `VkVideoEncodeH265SessionParametersAddInfoKHR` structure, then this command adds the following parameter entries to `videoSessionParameters`:

• The H.265 VPS entries specified in `VkVideoEncodeH265SessionParametersAddInfoKHR::pStdVPSs`.
• The H.265 SPS entries specified in `VkVideoEncodeH265SessionParametersAddInfoKHR::pStdSPSs`.
• The H.265 PPS entries specified in `VkVideoEncodeH265SessionParametersAddInfoKHR::pStdPPSs`.

In case of video session parameters objects created with a video encode operation, implementations may return the `VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR` error if any of the specified Video Std parameters do not adhere to the syntactic or semantic requirements of the used video compression standard, or if values derived from parameters according to the rules defined by the used video compression standard do not adhere to the capabilities of the video compression standard or the implementation.
Applications should not rely on the VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR error being returned by any command as a means to verify Video Std parameters, as implementations are not required to report the error in any specific set of cases.

Valid Usage

- **VUID-vkUpdateVideoSessionParametersKHR-pUpdateInfo-07215**
  
PUpdateInfo->updateSequenceCount must equal the current update sequence counter of videoSessionParameters plus one

- **VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07216**
  
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR and the pNext chain of pUpdateInfo includes a VkVideoDecodeH264SessionParametersAddInfoKHR structure, then videoSessionParameters must not already contain a StdVideoH264SequenceParameterSet entry with seq_parameter_set_id matching any of the elements of VkVideoDecodeH264SessionParametersAddInfoKHR::pSPSs

- **VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07217**
  
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR, then the number of StdVideoH264SequenceParameterSet entries already stored in it plus the value of the stdSPSCount member of the VkVideoDecodeH264SessionParametersAddInfoKHR structure included in the pUpdateInfo->pNext chain must be less than or equal to the VkVideoDecodeH264SessionParametersCreateInfoKHR::maxStdSPSCount

- **VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07218**
  
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR and the pNext chain of pUpdateInfo includes a VkVideoDecodeH264SessionParametersAddInfoKHR structure, then videoSessionParameters must not already contain a StdVideoH264PictureParameterSet entry with both seq_parameter_set_id and pic_parameter_set_id matching any of the elements of VkVideoDecodeH264SessionParametersAddInfoKHR::pPPSs

- **VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07219**
  
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR, then the number of StdVideoH264PictureParameterSet entries already stored in it plus the value of the stdPPSCount member of the VkVideoDecodeH264SessionParametersAddInfoKHR structure included in the pUpdateInfo->pNext chain must be less than or equal to the VkVideoDecodeH264SessionParametersCreateInfoKHR::maxStdPPSCount

- **VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07220**
  
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR and the pNext chain of pUpdateInfo includes a VkVideoDecodeH265SessionParametersAddInfoKHR structure, then videoSessionParameters must not already contain a StdVideoH265VideoParameterSet entry with vps_video_parameter_set_id matching any of the elements of
VkVideoDecodeH265SessionParametersAddInfoKHR::pStdVPSs

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07221
  If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the number of StdVideoH265VideoParameterSet entries already stored in it plus the value of the `stdVPSCount` member of the `VkVideoDecodeH265SessionParametersAddInfoKHR` structure included in the `pUpdateInfo->pNext` chain must be less than or equal to the `VkVideoDecodeH265SessionParametersCreateInfoKHR::maxStdVPSCount`.

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07222
  If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` and the `pNext` chain of `pUpdateInfo` includes a `VkVideoDecodeH265SessionParametersAddInfoKHR` structure, then `videoSessionParameters` must not already contain a StdVideoH265SequenceParameterSet entry with both `sps_video_parameter_set_id` and `sps_seq_parameter_set_id` matching any of the elements of `VkVideoDecodeH265SessionParametersAddInfoKHR::pStdSPSs`.

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07223
  If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the number of StdVideoH265SequenceParameterSet entries already stored in it plus the value of the `stdSPSCount` member of the `VkVideoDecodeH265SessionParametersAddInfoKHR` structure included in the `pUpdateInfo->pNext` chain must be less than or equal to the `VkVideoDecodeH265SessionParametersCreateInfoKHR::maxStdSPSCount`.

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07224
  If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` and the `pNext` chain of `pUpdateInfo` includes a `VkVideoDecodeH265SessionParametersAddInfoKHR` structure, then `videoSessionParameters` must not already contain a StdVideoH265PictureParameterSet entry with `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id` all matching any of the elements of `VkVideoDecodeH265SessionParametersAddInfoKHR::pStdPPSs`.

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07225
  If `videoSessionParameters` was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the number of StdVideoH265PictureParameterSet entries already stored in it plus the value of the `stdPPSCount` member of the `VkVideoDecodeH265SessionParametersAddInfoKHR` structure included in the `pUpdateInfo->pNext` chain must be less than or equal to the `VkVideoDecodeH265SessionParametersCreateInfoKHR::maxStdPPSCount`.

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-09260
  `videoSessionParameters` must not have been created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`.

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07226
  If `videoSessionParameters` was created with the video codec operation...
VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR and the pNext chain of pUpdateInfo includes a VkVideoEncodeH264SessionParametersAddInfoKHR structure, then videoSessionParameters must not already contain a StdVideoH264SequenceParameterSet entry with seq_parameter_set_id matching any of the elements of VkVideoEncodeH264SessionParametersAddInfoKHR::pStdSPSs

• VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-06441
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the number of StdVideoH264SequenceParameterSet entries already stored in it plus the value of the stdSPSCount member of the VkVideoEncodeH264SessionParametersAddInfoKHR structure included in the pUpdateInfo->pNext chain must be less than or equal to the VkVideoEncodeH264SessionParametersCreateInfoKHR::maxStdSPSCount
  videoSessionParameters was created with

• VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07227
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR and the pNext chain of pUpdateInfo includes a VkVideoEncodeH264SessionParametersAddInfoKHR structure, then videoSessionParameters must not already contain a StdVideoH264PictureParameterSet entry with both seq_parameter_set_id and pic_parameter_set_id matching any of the elements of VkVideoEncodeH264SessionParametersAddInfoKHR::pStdPPSs

• VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-06442
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the number of StdVideoH264PictureParameterSet entries already stored in it plus the value of the stdPPSCount member of the VkVideoEncodeH264SessionParametersAddInfoKHR structure included in the pUpdateInfo->pNext chain must be less than or equal to the VkVideoEncodeH264SessionParametersCreateInfoKHR::maxStdPPSCount
  videoSessionParameters was created with

• VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07228
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the pNext chain of pUpdateInfo includes a VkVideoEncodeH265SessionParametersAddInfoKHR structure, then videoSessionParameters must not already contain a StdVideoH265VideoParameterSet entry with vps_video_parameter_set_id matching any of the elements of VkVideoEncodeH265SessionParametersAddInfoKHR::pStdVPSs

• VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-06443
  If videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the number of StdVideoH265VideoParameterSet entries already stored in it plus the value of the stdVPSCount member of the VkVideoEncodeH265SessionParametersAddInfoKHR structure included in the pUpdateInfo->pNext chain must be less than or equal to the VkVideoEncodeH265SessionParametersCreateInfoKHR::maxStdVPSCount
  videoSessionParameters was created with

• VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07229
  If videoSessionParameters was created with the video codec operation
VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the pNext chain of pUpdateInfo includes a
VkVideoEncodeH265SessionParametersAddInfoKHR structure, then
videoSessionParameters must not already contain a StdVideoH265SequenceParameterSet entry with both sps_video_parameter_set_id and sps_seq_parameter_set_id matching any of the elements of VkVideoEncodeH265SessionParametersAddInfoKHR::pStdSPSs

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-06444
  If videoSessionParameters was created with the video codec operation
  VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the number of
  StdVideoH265SequenceParameterSet entries already stored in it plus the value of the
  stdSPSCount member of the VkVideoEncodeH265SessionParametersAddInfoKHR structure
  included in the pUpdateInfo->pNext chain must be less than or equal to the
  VkVideoEncodeH265SessionParametersCreateInfoKHR::maxStdSPSCount
  videoSessionParameters was created with

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-07230
  If videoSessionParameters was created with the video codec operation
  VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the pNext chain of pUpdateInfo includes
  a VkVideoEncodeH265SessionParametersAddInfoKHR structure, then
  videoSessionParameters must not already contain a StdVideoH265PictureParameterSet entry
  with sps_video_parameter_set_id, pps_seq_parameter_set_id, and pps_pic_parameter_set_id
  all matching any of the elements of VkVideoEncodeH265SessionParametersAddInfoKHR
  ::pStdPPSs

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-06445
  If videoSessionParameters was created with the video codec operation
  VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the number of
  StdVideoH265PictureParameterSet entries already stored in it plus the value of the
  stdPPSCount member of the VkVideoEncodeH265SessionParametersAddInfoKHR structure
  included in the pUpdateInfo->pNext chain must be less than or equal to the
  VkVideoEncodeH265SessionParametersCreateInfoKHR::maxStdPPSCount
  videoSessionParameters was created with

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-08321
  If videoSessionParameters was created with the video codec operation
  VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the pNext chain of pUpdateInfo includes
  a VkVideoEncodeH265SessionParametersAddInfoKHR structure, then
  num_tile_columns_minus1 must be less than VkVideoEncodeH265CapabilitiesKHR
  ::maxTiles.width, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video
  profile videoSessionParameters was created with, for each element of
  VkVideoEncodeH265SessionParametersAddInfoKHR::pStdPPSs

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-08322
  If videoSessionParameters was created with the video codec operation
  VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the pNext chain of pUpdateInfo includes
  a VkVideoEncodeH265SessionParametersAddInfoKHR structure, then
  num_tile_rows_minus1 must be less than VkVideoEncodeH265CapabilitiesKHR
  ::maxTiles.height, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video
  profile videoSessionParameters was created with, for each element of
  VkVideoEncodeH265SessionParametersAddInfoKHR::pStdPPSs
Valid Usage (Implicit)

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

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-parameter
videoSessionParameters must be a valid VkVideoSessionParametersKHR handle

- VUID-vkUpdateVideoSessionParametersKHR-pUpdateInfo-parameter
pUpdateInfo must be a valid pointer to a valid VkVideoSessionParametersUpdateInfoKHR structure

- VUID-vkUpdateVideoSessionParametersKHR-videoSessionParameters-parent
videoSessionParameters 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_INVALID_VIDEO_STD_PARAMETERS_KHR

The VkVideoSessionParametersUpdateInfoKHR structure is defined as:

```
// Provided by VK_KHR_video_queue
typedef struct VkVideoSessionParametersUpdateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t updateSequenceCount;
} VkVideoSessionParametersUpdateInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **updateSequenceCount** is the new update sequence count to set for the video session parameters object.

Valid Usage (Implicit)

- VUID-VkVideoSessionParametersUpdateInfoKHR-sType-sType
sType must be VK_STRUCTURE_TYPE_VIDEO_SESSION_PARAMETERS_UPDATE_INFO_KHR

- VUID-VkVideoSessionParametersUpdateInfoKHR-pNext-pNext
Each pNext member of any structure (including this one) in the pNext chain must be either
Applications can record video coding commands for a video session only within a video coding scope.

To begin a video coding scope, call:

```c
// Provided by VK_KHR_video_queue
void vkCmdBeginVideoCodingKHR(
    VkCommandBuffer commandBuffer,  // Command buffer to record the command.
    const VkVideoBeginCodingInfoKHR* pBeginInfo);  // Pointer to a VkVideoBeginCodingInfoKHR structure specifying the video coding scope.
```

- `commandBuffer` is the command buffer in which to record the command.
- `pBeginInfo` is a pointer to a `VkVideoBeginCodingInfoKHR` structure specifying the video session, including the video session parameters object to use.

After beginning a video coding scope, the video session object specified in `pBeginInfo->videoSession` is bound to the command buffer, and the command buffer is ready to record video coding operations. Similarly, if `pBeginInfo->videoSessionParameters` is not `VK_NULL_HANDLE`, it is also bound to the command buffer, and video coding operations can refer to the codec-specific parameters stored in it.

This command also establishes the set of bound reference picture resources that can be used as reconstructed pictures or reference pictures within the video coding scope. Each element of this set consists of a video picture resource and the DPB slot index associated with it, if there is one.

The set of bound reference picture resources is immutable within a video coding scope, however, the DPB slot index associated with any of the bound reference picture resources can change during the video coding scope in response to video coding operations.

The `VkVideoReferenceSlotInfoKHR` structures provided as the elements of `pBeginInfo->pReferenceSlots` are interpreted by this command as follows:

- If `slotIndex` is non-negative and `pPictureResource` is not NULL, then the video picture resource defined by the `VkVideoPictureResourceInfoKHR` structure pointed to by `pPictureResource` is added to the set of bound reference picture resources and is associated with the DPB slot index specified in `slotIndex`.
- If `slotIndex` is non-negative and `pPictureResource` is NULL, then the DPB slot with index `slotIndex`
is **deactivated** by this command.

- If `slotIndex` is negative and `pPictureResource` is not `NULL`, then the **video picture resource** defined by the `VkVideoPictureResourceInfoKHR` structure pointed to by `pPictureResource` is added to the set of bound reference picture resources without an associated DPB slot. Such a picture resource **can** be subsequently used as a **reconstructed picture** to associate it with a DPB slot.

- If `slotIndex` is negative and `pPictureResource` is `NULL`, then the element is ignored.

---

**Note**

It is possible for multiple bound reference picture resources to be associated with the same DPB slot index, or for a single bound reference picture to refer to multiple separate reference pictures. For example, in case of an **H.264 decode profile** with **interlaced frame support** a single DPB slot can refer to two separate pictures for the top and bottom fields. Depending on the picture layout used by the **H.264 decode profile**, the following special cases **may** arise:

- If the picture layout is `VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR`, then the top and bottom field pictures are physically co-located in the same video picture resource with even scanlines corresponding to the top field and odd scanlines corresponding to the bottom field, respectively.

- If the picture layout is `VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR`, then the top and bottom field pictures are stored in separate video picture resources (in separate subregions of the same image layer, in separate layers of the same image, or in entirely separate images), hence two elements of `VkVideoBeginCodingInfoKHR::pReferenceSlots` **can** contain the same `slotIndex` but specify different video picture resources in their `pPictureResource` members.

All non-negative `slotIndex` values specified in the elements of `pBeginInfo->pReferenceSlots` **must** identify DPB slots of the video session that are in the **active state** at the time this command is executed on the device.

---

**Note**

The application does not have to specify an entry in `pBeginInfo->pReferenceSlots` corresponding to all active DPB slots of the video session, but only for those which are intended to be used in the video coding scope. This way the application can avoid any potential runtime cost associated with binding the corresponding picture resources to the command buffer.

In case of a video encode session, the application is also responsible for providing information about the current **rate control state** configured for the video session by including an instance of the `VkVideoEncodeRateControlInfoKHR` structure in the `pNext` chain of `pBeginInfo`. If no `VkVideoEncodeRateControlInfoKHR` is included, then the presence of an empty `VkVideoEncodeRateControlInfoKHR` structure is implied which indicates that the current **rate control mode** is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR`. The specified state **must** match the
effective rate control state configured for the video session at the time the recorded command is executed on the device.

**Note**

Including an instance of the `VkVideoEncodeRateControlInfoKHR` structure in the `pNext` chain of `pBeginInfo` does not change the rate control state configured for the video session, but only specifies the expected rate control state configured at the time the recorded command is executed on the device which allows the implementation to have information about the configured rate control state at command buffer recording time. In order to change the current rate control state of a video session, the application has to issue an appropriate `vkCmdControlVideoCodingKHR` command as described in the Video Coding Control and Rate Control State sections.

---

**Valid Usage**

- **VUID-vkCmdBeginVideoCodingKHR-commandBuffer-07231**
  The `VkCommandPool` that `commandBuffer` was allocated from must support the video codec operation `pBeginInfo->videoSession` was created with, as returned by `vkGetPhysicalDeviceQueueFamilyProperties2` in `VkQueueFamilyVideoPropertiesKHR::videoCodecOperations`

- **VUID-vkCmdBeginVideoCodingKHR-None-07232**
  There must be no active queries

- **VUID-vkCmdBeginVideoCodingKHR-commandBuffer-07233**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, then `pBeginInfo->videoSession` must not have been created with `VK_VIDEO_SESSION_CREATE_PROTECTED_CONTENT_BIT_KHR`

- **VUID-vkCmdBeginVideoCodingKHR-commandBuffer-07234**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, then `pBeginInfo->videoSession` must have been created with `VK_VIDEO_SESSION_CREATE_PROTECTED_CONTENT_BIT_KHR`

- **VUID-vkCmdBeginVideoCodingKHR-commandBuffer-07235**
  If `commandBuffer` is an unprotected command buffer, `protectedNoFault` is not supported, and the `pPictureResource` member of any element of `pBeginInfo->pReferenceSlots` is not NULL, then `pPictureResource->imageViewBinding` for that element must not specify an image view created from a protected image

- **VUID-vkCmdBeginVideoCodingKHR-commandBuffer-07236**
  If `commandBuffer` is a protected command buffer `protectedNoFault` is not supported, and the `pPictureResource` member of any element of `pBeginInfo->pReferenceSlots` is not NULL, then `pPictureResource->imageViewBinding` for that element must specify an image view created from a protected image

- **VUID-vkCmdBeginVideoCodingKHR-slotIndex-07239**
  If the `slotIndex` member of any element of `pBeginInfo->pReferenceSlots` is not negative, then it must specify the index of a DPB slot that is in the active state in `pBeginInfo-
>videoSession at the time the command is executed on the device

- **VUID-vkCmdBeginVideoCodingKHR-pPictureResource-07265**
  Each video picture resource specified by any non-NULL pPictureResource member specified in the elements of pBeginInfo->pReferenceSlots for which slotIndex is not negative must match one of the video picture resources currently associated with the DPB slot index of pBeginInfo->videoSession specified by slotIndex at the time the command is executed on the device.

- **VUID-vkCmdBeginVideoCodingKHR-pBeginInfo-08253**
  If pBeginInfo->videoSession was created with a video encode operation and the pNext chain of pBeginInfo does not include an instance of the VkVideoEncodeRateControlInfoKHR structure, then the rate control mode configured for pBeginInfo->videoSession at the time the command is executed on the device must be VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR.

- **VUID-vkCmdBeginVideoCodingKHR-pBeginInfo-08254**
  If pBeginInfo->videoSession was created with a video encode operation and the pNext chain of pBeginInfo includes an instance of the VkVideoEncodeRateControlInfoKHR structure, then it must match the rate control state configured for pBeginInfo->videoSession at the time the command is executed on the device.

- **VUID-vkCmdBeginVideoCodingKHR-pBeginInfo-08255**
  If pBeginInfo->videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, the current rate control mode is not VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR or VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR, and VkVideoEncodeH264CapabilitiesKHR::requiresGopRemainingFrames is VK_TRUE, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the pBeginInfo->videoSession was created with, then the pNext chain of pBeginInfo must include an instance of the VkVideoEncodeH264GopRemainingFrameInfoKHR with its useGopRemainingFrames member set to VK_TRUE.

- **VUID-vkCmdBeginVideoCodingKHR-pBeginInfo-08256**
  If pBeginInfo->videoSession was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, the current rate control mode is not VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR or VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR, and VkVideoEncodeH265CapabilitiesKHR::requiresGopRemainingFrames is VK_TRUE, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the pBeginInfo->videoSession was created with, then the pNext chain of pBeginInfo must include an instance of the VkVideoEncodeH265GopRemainingFrameInfoKHR with its useGopRemainingFrames member set to VK_TRUE.

---

**Valid Usage (Implicit)**

- **VUID-vkCmdBeginVideoCodingKHR-commandBuffer-parameter**
  commandBuffer must be a valid VkCommandBuffer handle.

- **VUID-vkCmdBeginVideoCodingKHR-pBeginInfo-parameter**
pBeginInfo must be a valid pointer to a valid VkVideoBeginCodingInfoKHR structure

- VUID-vkCmdBeginVideoCodingKHR-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdBeginVideoCodingKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support decode, or encode operations

- VUID-vkCmdBeginVideoCodingKHR-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdBeginVideoCodingKHR-videocoding
  This command must only be called outside of a video coding scope

- VUID-vkCmdBeginVideoCodingKHR-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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Outside</td>
<td>Decode</td>
<td>Action State</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Encode</td>
<td></td>
</tr>
</tbody>
</table>

The VkVideoBeginCodingInfoKHR structure is defined as:

```
// Provided by VK_KHR_video_queue
typedef struct VkVideoBeginCodingInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoBeginCodingFlagsKHR flags;
    VkVideoSessionKHR videoSession;
    VkVideoSessionParametersKHR videoSessionParameters;
    uint32_t referenceSlotCount;
    const VkVideoReferenceSlotInfoKHR* pReferenceSlots;
} VkVideoBeginCodingInfoKHR;
```

- **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.

• **videoSession** is the video session object to be bound for the processing of the video commands.

• **videoSessionParameters** is VK_NULL_HANDLE or a handle of a VkVideoSessionParametersKHR object to be used for the processing of the video commands. If VK_NULL_HANDLE, then no video session parameters object is bound for the duration of the video coding scope.

• **referenceSlotCount** is the number of elements in the pReferenceSlots array.

• **pReferenceSlots** is a pointer to an array of VkVideoReferenceSlotInfoKHR structures specifying the information used to determine the set of bound reference picture resources for the video coding scope and their initial association with DPB slot indices.

Limiting values are defined below that are referenced by the relevant valid usage statements of this structure.

• Let VkOffset2D codedOffsetGranularity be the minimum alignment requirement for the coded offset of video picture resources. Unless otherwise defined, the value of the x and y members of codedOffsetGranularity are 0.

  ◦ If **videoSession** was created with an H.264 decode profile with a VkVideoDecodeH264ProfileInfoKHR::pictureLayout of VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR, then codedOffsetGranularity is equal to VkVideoDecodeH264CapabilitiesKHR::fieldOffsetGranularity, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for that video profile.

---

### Valid Usage

• VUID-VkVideoBeginCodingInfoKHR-videoSession-07237
  videoSession must have memory bound to all of its memory bindings returned by vkGetVideoSessionMemoryRequirementsKHR for **videoSession**

• VUID-VkVideoBeginCodingInfoKHR-slotIndex-04856
  Each non-negative VkVideoReferenceSlotInfoKHR::slotIndex specified in the elements of pReferenceSlots must be less than the VkVideoSessionCreateInfoKHR::maxDpbSlots specified when **videoSession** was created

• VUID-VkVideoBeginCodingInfoKHR-pPictureResource-07238
  Each video picture resource corresponding to any non-NULL pPictureResource member specified in the elements of pReferenceSlots must be unique within pReferenceSlots

• VUID-VkVideoBeginCodingInfoKHR-pPictureResource-07240
  If the pPictureResource member of any element of pReferenceSlots is not NULL, then the image view specified in pPictureResource->imageViewBinding for that element must be compatible with the video profile **videoSession** was created with

• VUID-VkVideoBeginCodingInfoKHR-pPictureResource-07241
  If the pPictureResource member of any element of pReferenceSlots is not NULL, then the format of the image view specified in pPictureResource->imageViewBinding for that element must match the VkVideoSessionCreateInfoKHR::referencePictureFormat **videoSession** was created with
If the \texttt{pPictureResource} member of any element of \texttt{pReferenceSlots} is not \texttt{NULL}, then its \texttt{codedOffset} member \textbf{must} be an integer multiple of \texttt{codedOffsetGranularity}.

If the \texttt{pPictureResource} member of any element of \texttt{pReferenceSlots} is not \texttt{NULL}, then its \texttt{codedExtent} member \textbf{must} be between \texttt{minCodedExtent} and \texttt{maxCodedExtent}, inclusive.

If \texttt{VkVideoCapabilitiesKHR::flags} does not include \texttt{VK_VIDEO_CAPABILITY_SEPARATE_REFERENCE_IMAGES_BIT_KHR}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the video profile \texttt{videoSession} was created with, then \texttt{pPictureResource->imageViewBinding} of all elements of \texttt{pReferenceSlots} with a non-\texttt{NULL} \texttt{pPictureResource} member \textbf{must} specify image views created from the same image.

If \texttt{videoSession} was created with a decode operation and the \texttt{slotIndex} member of any element of \texttt{pReferenceSlots} is not negative, then the image view specified in \texttt{pPictureResource->imageViewBinding} for that element \textbf{must} have been created with \texttt{VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR}.

If \texttt{videoSession} was created with an encode operation and the \texttt{slotIndex} member of any element of \texttt{pReferenceSlots} is not negative, then the image view specified in \texttt{pPictureResource->imageViewBinding} for that element \textbf{must} have been created with \texttt{VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR}.

If \texttt{videoSession} was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR}, then \texttt{videoSessionParameters} \textbf{must} not be \texttt{VK_NULL_HANDLE}.

If \texttt{videoSession} was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR}, then \texttt{videoSessionParameters} \textbf{must} not be \texttt{VK_NULL_HANDLE}.

If \texttt{videoSession} was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR}, then \texttt{videoSessionParameters} \textbf{must} not be \texttt{VK_NULL_HANDLE}.

If \texttt{videoSession} was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR}, then \texttt{videoSessionParameters} \textbf{must} not be \texttt{VK_NULL_HANDLE}.

If \texttt{videoSession} was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR}, then \texttt{videoSessionParameters} \textbf{must} not be \texttt{VK_NULL_HANDLE}.

If \texttt{videoSession} was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_ENCODE_AV1_BIT_KHR}, then \texttt{videoSessionParameters} \textbf{must} not be \texttt{VK_NULL_HANDLE}.
If `videoSessionParameters` is not `VK_NULL_HANDLE`, it **must** have been created with `videoSession` specified in `VkVideoSessionParametersCreateInfoKHR::videoSession`.

### Valid Usage (Implicit)

- **VUID-VkVideoBeginCodingInfoKHR-sType-sType**
  - `sType` **must** be `VK_STRUCTURE_TYPE_VIDEO_BEGIN_CODING_INFO_KHR`

- **VUID-VkVideoBeginCodingInfoKHR-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 `VkVideoEncodeH264GopRemainingFrameInfoKHR`, `VkVideoEncodeH264RateControlInfoKHR`, `VkVideoEncodeH265GopRemainingFrameInfoKHR`, `VkVideoEncodeH265RateControlInfoKHR`, or `VkVideoEncodeRateControlInfoKHR`.

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

- **VUID-VkVideoBeginCodingInfoKHR-flags-zerobitmask**
  - `flags` **must** be 0.

- **VUID-VkVideoBeginCodingInfoKHR-videoSession-parameter**
  - `videoSession` **must** be a valid `VkVideoSessionKHR` handle.

- **VUID-VkVideoBeginCodingInfoKHR-videoSessionParameters-parameter**
  - If `videoSessionParameters` is not `VK_NULL_HANDLE`, `videoSessionParameters` **must** be a valid `VkVideoSessionParametersKHR` handle.

- **VUID-VkVideoBeginCodingInfoKHR-pReferenceSlots-parameter**
  - If `referenceSlotCount` is not 0, `pReferenceSlots` **must** be a valid pointer to an array of `referenceSlotCount` valid `VkVideoReferenceSlotInfoKHR` structures.

- **VUID-VkVideoBeginCodingInfoKHR-videoSessionParameters-parent**
  - If `videoSessionParameters` is a valid handle, it **must** have been created, allocated, or retrieved from `videoSession`.

- **VUID-VkVideoBeginCodingInfoKHR-commonparent**
  - Both of `videoSession`, and `videoSessionParameters` that are valid handles of non-ignored parameters **must** have been created, allocated, or retrieved from the same `VkDevice`.

```c
// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoBeginCodingFlagsKHR;
```

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

The `VkVideoReferenceSlotInfoKHR` structure is defined as:
// Provided by VK_KHR_video_queue

typedef struct VkVideoReferenceSlotInfoKHR {
    VkStructureType sType;
    const void* pNext;
    int32_t slotIndex;
    const VkVideoPictureResourceInfoKHR* pPictureResource;
} VkVideoReferenceSlotInfoKHR;

• **sType** is a *VkStructureType* value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **slotIndex** is the index of the **DPB slot** or a negative integer value.
• **pPictureResource** is **NULL** or a pointer to a *VkVideoPictureResourceInfoKHR* structure describing the **video picture resource** associated with the DPB slot index specified by **slotIndex**.

### Valid Usage (Implicit)

- **VUID-VkVideoReferenceSlotInfoKHR-sType-sType**
  - The **sType** value must be **VK_STRUCTURE_TYPE_VIDEO_REFERENCE_SLOT_INFO_KHR**
- **VUID-VkVideoReferenceSlotInfoKHR-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 *VkVideoDecodeAV1DpbSlotInfoKHR*, *VkVideoDecodeH264DpbSlotInfoKHR*, *VkVideoDecodeH265DpbSlotInfoKHR*, or *VkVideoEncodeH264DpbSlotInfoKHR*, or *VkVideoEncodeH265DpbSlotInfoKHR*
- **VUID-VkVideoReferenceSlotInfoKHR-sType-unique**
  - The **sType** value of each struct in the **pNext** chain must be unique
- **VUID-VkVideoReferenceSlotInfoKHR-pPictureResource-parameter**
  - If **pPictureResource** is not **NULL**, **pPictureResource** must be a valid pointer to a valid *VkVideoPictureResourceInfoKHR* structure

To end a video coding scope, call:

// Provided by VK_KHR_video_queue

```c
void vkCmdEndVideoCodingKHR(
    VkCommandBuffer commandBuffer,
    const VkVideoEndCodingInfoKHR* pEndCodingInfo);
```

- **commandBuffer** is the command buffer in which to record the command.
- **pEndCodingInfo** is a pointer to a *VkVideoEndCodingInfoKHR* structure specifying the parameters for ending the video coding scope.

After ending a video coding scope, the video session object, the optional video session parameters object, and all **reference picture resources** previously bound by the corresponding **vkCmdBeginVideoCodingKHR** command are **unbound**.
Valid Usage

- VUID-vkCmdEndVideoCodingKHR-None-07251
  There must be no active queries

Valid Usage (Implicit)

- VUID-vkCmdEndVideoCodingKHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
- VUID-vkCmdEndVideoCodingKHR-pEndCodingInfo-parameter
  pEndCodingInfo must be a valid pointer to a valid VkVideoEndCodingInfoKHR structure
- VUID-vkCmdEndVideoCodingKHR-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdEndVideoCodingKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support decode, or encode operations
- VUID-vkCmdEndVideoCodingKHR-renderpass
  This command must only be called outside of a render pass instance
- VUID-vkCmdEndVideoCodingKHR-videocoding
  This command must only be called inside of a video coding scope
- VUID-vkCmdEndVideoCodingKHR-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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Inside</td>
<td>Decode</td>
<td>Action State</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Encode</td>
<td></td>
</tr>
</tbody>
</table>

The VkVideoEndCodingInfoKHR structure is defined as:
typedef struct VkVideoEndCodingInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEndCodingFlagsKHR flags;
} VkVideoEndCodingInfoKHR;

- **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-VkVideoEndCodingInfoKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_END_CODING_INFO_KHR`

- VUID-VkVideoEndCodingInfoKHR-pNext-pNext

  `pNext` must be `NULL`

- VUID-VkVideoEndCodingInfoKHR-flags-zerobitmask

  `flags` must be `0`

typedef VkFlags VkVideoEndCodingFlagsKHR;

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

### 37.9. Video Coding Control

To apply dynamic controls to the currently bound video session object, call:

```c
void vkCmdControlVideoCodingKHR(
    VkCommandBuffer commandBuffer,
    const VkVideoCodingControlInfoKHR* pCodingControlInfo);
```

- **commandBuffer** is the command buffer in which to record the command.
- **pCodingControlInfo** is a pointer to a `VkVideoCodingControlInfoKHR` structure specifying the control parameters.

The control parameters provided in this call are applied to the video session at the time the command executes on the device and are in effect until a subsequent call to this command with the same video session bound changes the corresponding control parameters.
A newly created video session must be reset before performing video coding operations using it by including `VK_VIDEO_CODING_CONTROL_RESET_BIT_KHR` in `pCodingControlInfo->flags`. The reset operation also returns all DPB slots of the video session to the inactive state. Correspondingly, any DPB slot index associated with the bound reference picture resources is removed.

For encode sessions, the reset operation returns rate control configuration to implementation default settings and sets the video encode quality level to zero.

After video coding operations are performed using a video session, the reset operation can be used to return the video session to the same initial state as after the reset of a newly created video session. This can be used, for example, when different video sequences are needed to be processed with the same video session object.

If `pCodingControlInfo->flags` includes `VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR`, then the command replaces the rate control configuration maintained by the video session with the configuration specified in the `VkVideoEncodeRateControlInfoKHR` structure included in the `pCodingControlInfo->pNext` chain.

If `pCodingControlInfo->flags` includes `VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR`, then the command changes the current video encode quality level to the value specified in the `qualityLevel` member of the `VkVideoEncodeQualityLevelInfoKHR` structure included in the `pCodingControlInfo->pNext` chain.

### Valid Usage

- **VUID-vkCmdControlVideoCodingKHR-flags-07017**
  If `pCodingControlInfo->flags` does not include `VK_VIDEO_CODING_CONTROL_RESET_BIT_KHR`, then the bound video session must not be in uninitialized state at the time the command is executed on the device.

- **VUID-vkCmdControlVideoCodingKHR-pCodingControlInfo-08243**
  If the bound video session was not created with an encode operation, then `pCodingControlInfo->flags` must not include `VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR` or `VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR`.

### Valid Usage (Implicit)

- **VUID-vkCmdControlVideoCodingKHR-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdControlVideoCodingKHR-pCodingControlInfo-parameter**
  `pCodingControlInfo` must be a valid pointer to a valid `VkVideoCodingControlInfoKHR` structure.

- **VUID-vkCmdControlVideoCodingKHR-commandBuffer-recording**
  `commandBuffer` must be in the recording state.

- **VUID-vkCmdControlVideoCodingKHR-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support decode, or encode.
operations

• VUID-vkCmdControlVideoCodingKHR-renderpass
  This command must only be called outside of a render pass instance

• VUID-vkCmdControlVideoCodingKHR-videocoding
  This command must only be called inside of a video coding scope

• VUID-vkCmdControlVideoCodingKHR-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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Inside</td>
<td>Decode, Encode</td>
<td>Action</td>
</tr>
</tbody>
</table>

The VkVideoCodingControlInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_queue
typedef struct VkVideoCodingControlInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoCodingControlFlagsKHR flags;
} VkVideoCodingControlInfoKHR;
```

• 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 VkVideoCodingControlFlagsKHR specifying control flags.

Valid Usage

• VUID-VkVideoCodingControlInfoKHR-flags-07018
  If flags includes VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR, then the pNext chain must include a VkVideoEncodeRateControlInfoKHR structure

• VUID-VkVideoCodingControlInfoKHR-flags-08349
  If flags includes VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR, then the pNext
Valid Usage (Implicit)

- **VUID-VkVideoCodingControlInfoKHR-sType-sType**
  
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_CODING_CONTROL_INFO_KHR`

- **VUID-VkVideoCodingControlInfoKHR-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 `VkVideoEncodeH264RateControlInfoKHR`, `VkVideoEncodeH265RateControlInfoKHR`, `VkVideoEncodeQualityLevelInfoKHR`, or `VkVideoEncodeRateControlInfoKHR`

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

- **VUID-VkVideoCodingControlInfoKHR-flags-parameter**
  
  - `flags` must be a valid combination of `VkVideoCodingControlFlagBitsKHR` values

- **VUID-VkVideoCodingControlInfoKHR-flags-required bitmask**
  
  - `flags` must not be 0

Bits which can be set in `VkVideoCodingControlInfoKHR::flags`, specifying the video coding control parameters to be modified, are:

```c
// Provided by VK_KHR_video_queue
typedef enum VkVideoCodingControlFlagBitsKHR {
    VK_VIDEO_CODING_CONTROL_RESET_BIT_KHR = 0x00000001,
    // Provided by VK_KHR_video_encode_queue
    VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR = 0x00000002,
    // Provided by VK_KHR_video_encode_queue
    VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR = 0x00000004,
} VkVideoCodingControlFlagBitsKHR;
```

- **VK_VIDEO_CODING_CONTROL_RESET_BIT_KHR** indicates a request for the bound video session to be reset before other coding control parameters are applied.

- **VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR** indicates that the coding control parameters include video encode rate control parameters (see `VkVideoEncodeRateControlInfoKHR`).

- **VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR** indicates that the coding control parameters include video encode quality level parameters (see `VkVideoEncodeQualityLevelInfoKHR`).

```c
// Provided by VK_KHR_video_queue
typedef VkFlags VkVideoCodingControlFlagsKHR;
```

`VkVideoCodingControlFlagsKHR` is a bitmask type for setting a mask of zero or more
37.10. Inline Queries

If a video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, beginning queries using commands such as `vkCmdBeginQuery` within a video coding scope is not allowed. Instead, queries are executed inline by including an instance of the `VkVideoInlineQueryInfoKHR` structure in the `pNext` chain of the parameters of one of the video coding commands, with its `queryPool` member set to a valid `VkQueryPool` handle.

The `VkVideoInlineQueryInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_maintenance1
typedef struct VkVideoInlineQueryInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkQueryPool queryPool;
    uint32_t firstQuery;
    uint32_t queryCount;
} VkVideoInlineQueryInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `queryPool` is `VK_NULL_HANDLE` or a valid handle to a `VkQueryPool` object that will manage the results of the queries.
- `firstQuery` is the query index within the query pool that will contain the query results for the first video coding operation. The query results of subsequent video coding operations will be contained by subsequent query indices.
- `queryCount` is the number of queries to execute.

**Note**

In practice, if `queryPool` is not `VK_NULL_HANDLE`, then `queryCount` will always have to match the number of video coding operations issued by the video coding command this structure is specified to, meaning that using inline queries in a video coding command will always execute a query for each issued video coding operation.

This structure can be included in the `pNext` chain of the input parameter structure of video coding commands.

- In the `pNext` chain of the `pDecodeInfo` parameter of the `vkCmdDecodeVideoKHR` command to execute a query for each video decode operation issued by the command.
- In the `pNext` chain of the `pEncodeInfo` parameter of the `vkCmdEncodeVideoKHR` command to execute a query for each video encode operation issued by the command.
37.11. Video Decode Operations

Video decode operations consume compressed video data from a video bitstream buffer and zero or more reference pictures, and produce a decode output picture and an optional reconstructed picture.

Note

Such decode output pictures can be shared with the Decoded Picture Buffer, and can also be used as the input of video encode operations, with graphics or compute operations, or with Window System Integration APIs, depending on the capabilities of the implementation.

Video decode operations may access the following resources in the VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR stage:

- The source video bitstream buffer range and the image subregions corresponding to the list of active reference pictures with access VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR.
- The image subregions corresponding to the target decode output picture and reconstructed picture with access VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR.

The image subresource of each video picture resource accessed by the video decode operation is specified using a corresponding VkVideoPictureResourceInfoKHR structure. Each such image subresource must be in the appropriate image layout as follows:

- If the image subresource is used in the video decode operation only as decode output picture, then it must be in the VK_IMAGE_LAYOUT_VIDEO_DECODE_DST_KHR layout.
- If the image subresource is used in the video decode operation both as decode output picture and reconstructed picture, then it must be in the VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR layout.
• If the image subresource is used in the video decode operation only as reconstructed picture, then it must be in the **VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR** layout.

• If the image subresource is used in the video decode operation as a reference picture, then it must be in the **VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR** layout.

A video decode operation may complete unsuccessfully. In this case the decode output picture will have undefined contents. Similarly, if reference picture setup is requested, the reconstructed picture will also have undefined contents, and the activated DPB slot will have an invalid picture reference.

### 37.11.1. Codec-Specific Semantics

The following aspects of video decode operations are codec-specific:

- The interpretation of the contents of the source video bitstream buffer range.
- The construction and interpretation of the list of active reference pictures and the interpretation of the picture data referred to by the corresponding image subregions.
- The construction and interpretation of information related to the decode output picture and the generation of picture data to the corresponding image subregion.
- The decision on reference picture setup.
- The construction and interpretation of information related to the optional reconstructed picture and the generation of picture data to the corresponding image subregion.

These codec-specific behaviors are defined for each video codec operation separately.

- If the used video codec operation is **VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR**, then the codec-specific aspects of the video decoding process are performed as defined in the H.264 Decode Operations section.
- If the used video codec operation is **VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR**, then the codec-specific aspects of the video decoding process are performed as defined in the H.265 Decode Operations section.
- If the used video codec operation is **VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR**, then the codec-specific aspects of the video decoding process are performed as defined in the AV1 Decode Operations section.

### 37.11.2. Video Decode Operation Steps

Each video decode operation performs the following steps in the **VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR** stage:

1. Reads the encoded video data from the source video bitstream buffer range.
2. Performs picture reconstruction of the encoded video data according to the codec-specific semantics, applying any prediction data read from the active reference pictures in the process;
3. Writes the decoded picture data to the decode output picture, and optionally to the reconstructed picture, if one is specified and is different from the decode output picture, according to the codec-specific semantics;
4. If reference picture setup is requested, the DPB slot index specified in the reconstructed picture information is activated with the reconstructed picture.

When reconstructed picture information is provided, the specified DPB slot index is associated with the corresponding bound reference picture resource, indifferent of whether reference picture setup is requested.

37.11.3. Capabilities

When calling vkGetPhysicalDeviceVideoCapabilitiesKHR with pVideoProfile->videoCodecOperation specifying a decode operation, the VkVideoDecodeCapabilitiesKHR structure must be included in the pNext chain of the VkVideoCapabilitiesKHR structure to retrieve capabilities specific to video decoding.

The VkVideoDecodeCapabilitiesKHR structure is defined as:

```c
typedef struct VkVideoDecodeCapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoDecodeCapabilityFlagsKHR flags;
} VkVideoDecodeCapabilitiesKHR;
```

- **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 VkVideoDecodeCapabilityFlagBitsKHR describing the supported video decoding capabilities.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeCapabilitiesKHR-sType-sType
  - **sType must** be VK_STRUCTURE_TYPE_VIDEO DECODE CAPABILITIES_KHR

Bits which may be set in VkVideoDecodeCapabilitiesKHR::flags, indicating the decoding capabilities supported, are:

```c
typedef enum VkVideoDecodeCapabilityFlagBitsKHR {
    VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR = 0x00000001,
    VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR = 0x00000002,
} VkVideoDecodeCapabilityFlagBitsKHR;
```

- **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR** indicates support for using the same video picture resource as the reconstructed picture and decode output picture in a video decode operation.
• **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR** indicates support for using distinct video picture resources as the reconstructed picture and decode output picture in a video decode operation.

**Note**

Some video profiles allow using distinct video picture resources as the reconstructed picture and decode output picture in specific video decode operations even when the video decode profile does not support **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR**. Even if the implementation only reports coincide, the decode output picture for film grain enabled frames must be a different video picture resource from the reconstructed picture because film grain is applied outside of the coding loop.

Implementations are only **required** to support one of **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR** and **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR**. Accordingly, applications **should** handle both cases to maximize portability.

**Note**

If both **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR** and **VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR** are supported, an application can choose to create separate images for decode DPB and decode output. E.g. in cases when linear tiling is preferred (and supported) for the decode output picture and the DPB requires optimal tiling, this avoids the need for a separate copy at the expense of additional memory bandwidth requirements during decoding.

```c
typedef VkFlags VkVideoDecodeCapabilityFlagsKHR;
```

**VkVideoDecodeCapabilityFlagsKHR** is a bitmask type for setting a mask of zero or more **VkVideoDecodeCapabilityFlagBitsKHR**.

### 37.11.4. Video Decode Commands

To launch video decode operations, call:

```c
void vkCmdDecodeVideoKHR(
    VkCommandBuffer commandBuffer,       // Provided by VK_KHR_video_decode_queue
    const VkVideoDecodeInfoKHR* pDecodeInfo);
```

- **commandBuffer** is the command buffer in which to record the command.
- **pDecodeInfo** is a pointer to a **VkVideoDecodeInfoKHR** structure specifying the parameters of the video decode operations.
Each call issues one or more video decode operations. The implicit parameter opCount corresponds to the number of video decode operations issued by the command. After calling this command, the active query index of each active query is incremented by opCount.

Currently each call to this command results in the issue of a single video decode operation.

If the bound video session was created with VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR and the pNext chain of pDecodeInfo includes a VkVideoInlineQueryInfoKHR structure with its queryPool member specifying a valid VkQueryPool handle, then this command will execute a query for each video decode operation issued by it.

Active Reference Picture Information

The list of active reference pictures used by a video decode operation is a list of image subregions used as the source of reference picture data and related parameters, and is derived from the VkVideoReferenceSlotInfoKHR structures provided as the elements of the pDecodeInfo->pReferenceSlots array. For each element of pDecodeInfo->pReferenceSlots, one or more elements are added to the active reference picture list, as defined by the codec-specific semantics. Each element of this list contains the following information:

- The image subregion within the image subresource referred to by the video picture resource used as the reference picture.
- The DPB slot index the reference picture is associated with.
- The codec-specific reference information related to the reference picture.

Reconstructed Picture Information

Information related to the optional reconstructed picture used by a video decode operation is derived from the VkVideoReferenceSlotInfoKHR structure pointed to by pDecodeInfo->pSetupReferenceSlot, if not NULL, as defined by the codec-specific semantics, and consists of the following:

- The image subregion within the image subresource referred to by the video picture resource used as the reconstructed picture.
- The DPB slot index to use for picture reconstruction.
- The codec-specific reference information related to the reconstructed picture.

Specifying a valid VkVideoReferenceSlotInfoKHR structure in pDecodeInfo->pSetupReferenceSlot is always required, unless the video session was created with VkVideoSessionCreateInfoKHR::maxDpbSlot equal to zero. However, the DPB slot identified by pDecodeInfo->pSetupReferenceSlot->slotIndex is only activated with the reconstructed picture specified in pDecodeInfo->pSetupReferenceSlot->pPictureResource if reference picture setup is requested according to the codec-specific semantics.

If reconstructed picture information is specified, and pDecodeInfo->pSetupReferenceSlot->pPictureResource refers to a video picture resource different than that of the decode output picture, but reference picture setup is not requested, the contents of the video picture resource corresponding to the reconstructed picture will be undefined after the video decode operation.

Note
Some implementations may always output the reconstructed picture or use it as temporary storage during the video decode operation even when the reconstructed picture is not marked for future reference.

**Decode Output Picture Information**

Information related to the decode output picture used by a video decode operation is derived from `pDecodeInfo->dstPictureResource` and any codec-specific parameters provided in the `pDecodeInfo->pNext` chain, as defined by the codec-specific semantics, and consists of the following:

- The image subregion within the image subresource referred to by the video picture resource used as the decode output picture.
- The codec-specific picture information related to the decode output picture.

Several limiting values are defined below that are referenced by the relevant valid usage statements of this command.

- Let `uint32_t activeReferencePictureCount` be the size of the list of active reference pictures used by the video decode operation. Unless otherwise defined, `activeReferencePictureCount` is set to the value of `pDecodeInfo->referenceSlotCount`.
  - If the bound video session was created with an H.264 decode profile, then let `activeReferencePictureCount` be the value of `pDecodeInfo->referenceSlotCount` plus the number of elements of the `pDecodeInfo->pReferenceSlots` array that have a `VkVideoDecodeH264DpbSlotInfoKHR` structure included in their `pNext` chain with both `pStdReferenceInfo->flags.top_field_flag` and `pStdReferenceInfo->flags.bottom_field_flag` set.

  **Note**

  This means that the elements of `pDecodeInfo->pReferenceSlots` that include both a top and bottom field reference are counted as two separate active reference pictures, as described in the active reference picture list construction rules for H.264 decode operations.

- Let `VkOffset2D codedOffsetGranularity` be the minimum alignment requirement for the coded offset of video picture resources. Unless otherwise defined, the value of the x and y members of `codedOffsetGranularity` are 0.
  - If the bound video session was created with an H.264 decode profile with a `VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR` of `VkVideoDecodeH264ProfileInfoKHR::pictureLayout`, then `codedOffsetGranularity` is equal to `VkVideoDecodeH264CapabilitiesKHR::fieldOffsetGranularity`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for that video profile.

- Let `uint32_t dpbFrameUseCount[]` be an array of size `maxDpbSlots`, where `maxDpbSlots` is the `VkVideoSessionCreateInfoKHR::maxDpbSlots` the bound video session was created with, with each element indicating the number of times a frame associated with the corresponding DPB slot index is referred to by the video coding operation. Let the initial value of each element of
the array be 0.

- If pDecodeInfo->pSetupReferenceSlot is not NULL, then dpbFrameUseCount[i] is incremented by one, where i equals pDecodeInfo->pSetupReferenceSlot->slotIndex. If the bound video session object was created with an H.264 decode profile, then dpbFrameUseCount[i] is decremented by one if either pStdReferenceInfo->flags.top_field_flag or pStdReferenceInfo->flags.bottom_field_flag is set in the VkVideoDecodeH264DpbSlotInfoKHR structure in the pDecodeInfo->pSetupReferenceSlot->pNext chain.

- For each element of pDecodeInfo->pReferenceSlots, dpbFrameUseCount[i] is incremented by one, where i equals the slotIndex member of the corresponding element. If the bound video session object was created with an H.264 decode profile, then dpbFrameUseCount[i] is decremented by one if either pStdReferenceInfo->flags.top_field_flag or pStdReferenceInfo->flags.bottom_field_flag is set in the VkVideoDecodeH264DpbSlotInfoKHR structure in the pNext chain of the corresponding element of pDecodeInfo->pReferenceSlots.

- Let uint32_t dpbTopFieldUseCount[] and uint32_t dpbBottomFieldUseCount[] be arrays of size maxDpbSlots, where maxDpbSlots is the VkVideoSessionCreateInfoKHR::maxDpbSlots the bound video session was created with, with each element indicating the number of times the top field or the bottom field, respectively, associated with the corresponding DPB slot index is referred to by the video coding operation. Let the initial value of each element of the arrays be 0.

- If the bound video session object was created with an H.264 decode profile and pDecodeInfo->pSetupReferenceSlot is not NULL, then perform the following:
  - If pStdReferenceInfo->flags.top_field_flag is set in the VkVideoDecodeH264DpbSlotInfoKHR structure in the pDecodeInfo->pSetupReferenceSlot->pNext chain, then dpbTopFieldUseCount[i] is incremented by one, where i equals pDecodeInfo->pSetupReferenceSlot->slotIndex.
  - If pStdReferenceInfo->flags.bottom_field_flag is set in the VkVideoDecodeH264DpbSlotInfoKHR structure in the pDecodeInfo->pSetupReferenceSlot->pNext chain, then dpbBottomFieldUseCount[i] is incremented by one, where i equals pDecodeInfo->pSetupReferenceSlot->slotIndex.

- If the bound video session object was created with an H.264 decode profile, then perform the following for each element of pDecodeInfo->pReferenceSlots:
  - If pStdReferenceInfo->flags.top_field_flag is set in the VkVideoDecodeH264DpbSlotInfoKHR structure in the pNext chain of the element, then dpbTopFieldUseCount[i] is incremented by one, where i equals the slotIndex member of the element.
  - If pStdReferenceInfo->flags.bottom_field_flag is set in the VkVideoDecodeH264DpbSlotInfoKHR structure in the pNext chain of the element, then dpbBottomFieldUseCount[i] is incremented by one, where i equals the slotIndex member of the element.

Valid Usage

- VUID-vkCmdDecodeVideoKHR-None-08249
The bound video session **must** have been created with a decode operation

- VUID-vkCmdDecodeVideoKHR-None-07011
  The bound video session **must** not be in **uninitialized** state at the time the command is executed on the device

- VUID-vkCmdDecodeVideoKHR-opCount-07134
  For each **active** query, the **active query index** corresponding to the query type of that query plus **opCount** **must** be less than or equal to the **last activatable query index** corresponding to the query type of that query plus one

- VUID-vkCmdDecodeVideoKHR-pNext-08365
  If the bound video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, and the `pNext` chain of `pDecodeInfo` includes a `VkVideoInlineQueryInfoKHR` structure with its `queryPool` member specifying a valid `VkQueryPool` handle, then `VkVideoInlineQueryInfoKHR::queryCount **must** equal `opCount`

- VUID-vkCmdDecodeVideoKHR-pNext-08366
  If the bound video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, and the `pNext` chain of `pDecodeInfo` includes a `VkVideoInlineQueryInfoKHR` structure with its `queryPool` member specifying a valid `VkQueryPool` handle, then all the queries used by the command, as specified by the `VkVideoInlineQueryInfoKHR` structure, **must** be **unavailable**

- VUID-vkCmdDecodeVideoKHR-queryType-08367
  If the bound video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, then the `queryType` used to create the `queryPool` specified in the `VkVideoInlineQueryInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` **must** be `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR`

- VUID-vkCmdDecodeVideoKHR-queryPool-08368
  If the bound video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, then the `queryPool` specified in the `VkVideoInlineQueryInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` **must** have been created with a `VkVideoProfileInfoKHR` structure included in the `pNext` chain of `VkQueryPoolCreateInfo` identical to the one specified in `VkVideoSessionCreateInfoKHR` `::pVideoProfile` the bound video session was created with

- VUID-vkCmdDecodeVideoKHR-queryType-08369
  If the bound video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR`, and the `queryType` used to create the `queryPool` specified in the `VkVideoInlineQueryInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` is `VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR`, then the `VkCommandPool` that `commandBuffer` was allocated from **must** have been created with a queue family index that supports result status queries, as indicated by `VkQueueFamilyQueryResultStatusPropertiesKHR::queryResultStatusSupport`

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07135
  `pDecodeInfo->srcBuffer` **must** be **compatible** with the video profile the bound video session was created with

- VUID-vkCmdDecodeVideoKHR-commandBuffer-07136
If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, then `pDecodeInfo->srcBuffer` must not be a protected buffer

- VUID-vkCmdDecodeVideoKHR-commandBuffer-07137
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, then `pDecodeInfo->srcBuffer` must be a protected buffer

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07138
  `pDecodeInfo->srcBufferOffset` must be an integer multiple of `VkVideoCapabilitiesKHR::minBitstreamBufferOffsetAlignment`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07139
  `pDecodeInfo->srcBufferRange` must be an integer multiple of `VkVideoCapabilitiesKHR::minBitstreamBufferSizeAlignment`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07140
  If `pDecodeInfo->pSetupReferenceSlot` is not `NULL` and `VkVideoDecodeCapabilitiesKHR::flags` does not include `VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with, then the video picture resources specified by `pDecodeInfo->dstPictureResource` and `pDecodeInfo->pSetupReferenceSlot->pPictureResource` must not match

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07141
  If `pDecodeInfo->pSetupReferenceSlot` is not `NULL` and none of the following is true:
  - `VkVideoDecodeCapabilitiesKHR::flags` includes `VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with
  - the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR` and `VkVideoDecodeAV1ProfileInfoKHR::filmGrainSupport` set to `VK_TRUE`, and film grain is enabled for the decoded picture
  then the video picture resources specified by `pDecodeInfo->dstPictureResource` and `pDecodeInfo->pSetupReferenceSlot->pPictureResource` must match

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07142
  `pDecodeInfo->dstPictureResource.imageViewBinding` must be compatible with the video profile the bound video session was created with

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07143
  The format of `pDecodeInfo->dstPictureResource.imageViewBinding` must match the `VkVideoSessionCreateInfoKHR::pictureFormat` the bound video session was created with

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-07144
  `pDecodeInfo->dstPictureResource.codedOffset` must be an integer multiple of `codedOffsetGranularity`
pDecodeInfo->dstPictureResource.codedExtent must be between minCodedExtent and maxCodedExtent, inclusive, the bound video session was created with

pDecodeInfo->dstPictureResource.imageViewBinding must have been created with VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR

If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, then pDecodeInfo->dstPictureResource.imageViewBinding must not have been created from a protected image

If commandBuffer is a protected command buffer and protectedNoFault is not supported, then pDecodeInfo->dstPictureResource.imageViewBinding must have been created from a protected image

pDecodeInfo->pSetupReferenceSlot must not be NULL unless the bound video session was created with VkVideoSessionCreateInfoKHR::maxDpbSlots equal to zero

If pDecodeInfo->pSetupReferenceSlot is not NULL, then pDecodeInfo->pSetupReferenceSlot->slotIndex must be less than the VkVideoSessionCreateInfoKHR::maxDpbSlots specified when the bound video session was created

If pDecodeInfo->pSetupReferenceSlot is not NULL, then pDecodeInfo->pSetupReferenceSlot->pPictureResource->codedOffset must be an integer multiple of codedOffsetGranularity

If pDecodeInfo->pSetupReferenceSlot is not NULL, then pDecodeInfo->pSetupReferenceSlot->pPictureResource must match one of the bound reference picture resource

activeReferencePictureCount must be less than or equal to the VkVideoSessionCreateInfoKHR::maxActiveReferencePictures specified when the bound video session was created

The slotIndex member of each element of pDecodeInfo->pReferenceSlots must be less than the VkVideoSessionCreateInfoKHR::maxDpbSlots specified when the bound video session was created

The codedOffset member of the VkVideoPictureResourceInfoKHR structure pointed to by the pPictureResource member of each element of pDecodeInfo->pReferenceSlots must be an integer multiple of codedOffsetGranularity

The pPictureResource member of each element of pDecodeInfo->pReferenceSlots must match one of the bound reference picture resource associated with the DPB slot index specified in the slotIndex member of that element
Each video picture resource corresponding to the pPictureResource member specified in the elements of pDecodeInfo->pReferenceSlots must be unique within pDecodeInfo->pReferenceSlots.

All elements of dpbFrameUseCount must be less than or equal to 1.

All elements of dpbTopFieldUseCount must be less than or equal to 1.

All elements of dpbBottomFieldUseCount must be less than or equal to 1.

If pDecodeInfo->pSetupReferenceSlot is NULL or pDecodeInfo->pSetupReferenceSlot->pPictureResource does not refer to the same image subresource as pDecodeInfo->dstPictureResource, then the image subresource referred to by pDecodeInfo->dstPictureResource must be in the VK_IMAGE_LAYOUT_VIDEO_DECODE_DST_KHR layout at the time the video decode operation is executed on the device.

If pDecodeInfo->pSetupReferenceSlot is not NULL and pDecodeInfo->pSetupReferenceSlot->pPictureResource refers to the same image subresource as pDecodeInfo->dstPictureResource, then the image subresource referred to by pDecodeInfo->dstPictureResource must be in the VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR layout at the time the video decode operation is executed on the device.

If pDecodeInfo->pSetupReferenceSlot is not NULL, then the image subresource referred to by pDecodeInfo->pSetupReferenceSlot->pPictureResource must be in the VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR layout at the time the video decode operation is executed on the device.

The image subresource referred to by the pPictureResource member of each element of pDecodeInfo->pReferenceSlots must be in the VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR layout at the time the video decode operation is executed on the device.

If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR, then the pNext chain of pDecodeInfo must include a VkVideoDecodeH264PictureInfoKHR structure.

If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR but was not created with interlaced frame support, then the decode output picture must represent a frame.

If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR, then all elements of the pSliceOffsets member of the VkVideoDecodeH264PictureInfoKHR structure included in the pNext chain of pDecodeInfo must be less than pDecodeInfo->srcBufferRange.
If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH264SequenceParameterSet` entry with `seq_parameter_set_id` matching `StdVideoDecodeH264PictureInfo::seq_parameter_set_id` that is provided in the `pStdPictureInfo` member of the `VkVideoDecodeH264PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH264PictureParameterSet` entry with `seq_parameter_set_id` and `pic_parameter_set_id` matching `StdVideoDecodeH264PictureInfo::seq_parameter_set_id` and `StdVideoDecodeH264PictureInfo::pic_parameter_set_id`, respectively, that are provided in the `pStdPictureInfo` member of the `VkVideoDecodeH264PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` and `pDecodeInfo->pSetupReferenceSlot` is not NULL, then the `pNext` chain of `pDecodeInfo->pSetupReferenceSlot` must include a `VkVideoDecodeH264DpbSlotInfoKHR` structure.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` but was not created with interlaced frame support, and `pDecodeInfo->pSetupReferenceSlot` is not NULL, then the reconstructed picture must represent a frame.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then the `pNext` chain of each element of `pDecodeInfo->pReferenceSlots` must include a `VkVideoDecodeH264DpbSlotInfoKHR` structure.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` but was not created with interlaced frame support, then each active reference picture corresponding to the elements of `pDecodeInfo->pReferenceSlots` must represent a frame.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, `pDecodeInfo->pSetupReferenceSlot` is not NULL, and the decode output picture represents a frame, then the reconstructed picture also represents a frame.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, `pDecodeInfo->pSetupReferenceSlot` is not NULL, and the decode output picture represents a top field, then the reconstructed picture must also represent a top field.
If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, and the `pDecodeInfo->pSetupReferenceSlot` is not `NULL`, and the decode output picture represents a bottom field, then the reconstructed picture must also represent a bottom field.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` and an active reference picture corresponding to any element of `pDecodeInfo->pReferenceSlots` represents a frame, then the DPB slot index of the bound video session specified by the `slotIndex` member of that element must be currently associated with a frame picture matching the video picture resource specified by the `pPictureResource` member of the same element at the time the command is executed on the device.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR` and an active reference picture corresponding to any element of `pDecodeInfo->pReferenceSlots` represents a top field, then the DPB slot index of the bound video session specified by the `slotIndex` member of that element must be currently associated with a top field picture matching the video picture resource specified by the `pPictureResource` member of the same element at the time the command is executed on the device.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the `pNext` chain of `pDecodeInfo` must include a `VkVideoDecodeH265PictureInfoKHR` structure.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then all elements of the `pSliceSegmentOffsets` member of the `VkVideoDecodeH265PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` must be less than `pDecodeInfo->srcBufferRange`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH265VideoParameterSet` entry with `vps_video_parameter_set_id` matching `StdVideoDecodeH265PictureInfo::sps_video_parameter_set_id` that is provided in the `pStdPictureInfo` member of the `VkVideoDecodeH265PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo`.
If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH265SequenceParameterSet` entry with `sps_video_parameter_set_id` and `sps_seq_parameter_set_id` matching `StdVideoDecodeH265PictureInfo::sps_video_parameter_set_id` and `StdVideoDecodeH265PictureInfo::pps_seq_parameter_set_id`, respectively, that are provided in the `pStdPictureInfo` member of the `VkVideoDecodeH265PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH265PictureParameterSet` entry with `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id` matching `StdVideoDecodeH265PictureInfo::sps_video_parameter_set_id`, `StdVideoDecodeH265PictureInfo::pps_seq_parameter_set_id`, and `StdVideoDecodeH265PictureInfo::pps_pic_parameter_set_id`, respectively, that are provided in the `pStdPictureInfo` member of the `VkVideoDecodeH265PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` and `pDecodeInfo->pSetupReferenceSlot` is not NULL, then the `pNext` chain of `pDecodeInfo->pSetupReferenceSlot` must include a `VkVideoDecodeH265DpbSlotInfoKHR` structure.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then the `pNext` chain of each element of `pDecodeInfo->pReferenceSlots` must include a `VkVideoDecodeH265DpbSlotInfoKHR` structure.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` and `VkVideoDecodeAV1ProfileInfoKHR::filmGrainSupport` set to `VK_FALSE`, then film grain must not be enabled for the decoded picture.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, and film grain is enabled for the decoded picture, then the video picture resources specified by `pDecodeInfo->dstPictureResource` and `pDecodeInfo->pSetupReferenceSlot->pPictureResource` must not match.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AVI1_BIT_KHR`, then the `pNext` chain of `pDecodeInfo` must include a `VkVideoDecodeAV1PictureInfoKHR` structure.
If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then the `frameHeaderOffset` member of the `VkVideoDecodeAV1PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` must be less than the minimum of `pDecodeInfo->srcBufferRange`

- VUID-vkCmdDecodeVideoKHR-pTileOffsets-09253
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then all elements of the `pTileOffsets` member of the `VkVideoDecodeAV1PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` must be less than `pDecodeInfo->srcBufferRange`

- VUID-vkCmdDecodeVideoKHR-pTileOffsets-09252
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then for each element `i` of the `pTileOffsets` and `pTileSizes` members of the `VkVideoDecodeAV1PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` the sum of `pTileOffsets[i]` and `pTileSizes[i]` must be less than or equal to `pDecodeInfo->srcBufferRange`

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-09254
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR` and `pDecodeInfo->pSetupReferenceSlot` is not NULL, then the `pNext` chain of `pDecodeInfo->pSetupReferenceSlot` must include a `VkVideoDecodeAV1DpbSlotInfoKHR` structure

- VUID-vkCmdDecodeVideoKHR-pNext-09255
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then the `pNext` chain of each element of `pDecodeInfo->pReferenceSlots` must include a `VkVideoDecodeAV1DpbSlotInfoKHR` structure

- VUID-vkCmdDecodeVideoKHR-referenceNameSlotIndices-09262
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then each element of the `referenceNameSlotIndices` array member of the `VkVideoDecodeAV1PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo` must either be negative or must equal the `slotIndex` member of one of the elements of `pDecodeInfo->pReferenceSlots`

- VUID-vkCmdDecodeVideoKHR-slotIndex-09263
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, then the `slotIndex` member of each element of `pDecodeInfo->pReferenceSlots` must equal one of the elements of the `referenceNameSlotIndices` array member of the `VkVideoDecodeAV1PictureInfoKHR` structure included in the `pNext` chain of `pDecodeInfo`

---

**Valid Usage (Implicit)**

- VUID-vkCmdDecodeVideoKHR-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdDecodeVideoKHR-pDecodeInfo-parameter
  `pDecodeInfo` must be a valid pointer to a valid `VkVideoDecodeInfoKHR` structure
• VUID-vkCmdDecodeVideoKHR-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdDecodeVideoKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support decode operations

• VUID-vkCmdDecodeVideoKHR-renderpass
  This command must only be called outside of a render pass instance

• VUID-vkCmdDecodeVideoKHR-videocoding
  This command must only be called inside of a video coding scope

• VUID-vkCmdDecodeVideoKHR-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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Inside</td>
<td>Decode</td>
<td>Action</td>
</tr>
</tbody>
</table>

The VkVideoDecodeInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_decode_queue
typedef struct VkVideoDecodeInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoDecodeFlagsKHR flags;
    VkBuffer srcBuffer;
    VkDeviceSize srcBufferOffset;
    VkDeviceSize srcBufferRange;
    VkVideoPictureResourceInfoKHR dstPictureResource;
    const VkVideoReferenceSlotInfoKHR* pSetupReferenceSlot;
    uint32_t referenceSlotCount;
    const VkVideoReferenceSlotInfoKHR* pReferenceSlots;
} VkVideoDecodeInfoKHR;
```

• **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.
• **srcBuffer** is the source video bitstream buffer to read the encoded bitstream from.
• **srcBufferOffset** is the starting offset in bytes from the start of **srcBuffer** to read the encoded bitstream from.
• **srcBufferRange** is the size in bytes of the encoded bitstream to decode from **srcBuffer**, starting from **srcBufferOffset**.
• **dstPictureResource** is the video picture resource to use as the decode output picture.
• **pSetupReferenceSlot** is **NULL** or a pointer to a **VkVideoReferenceSlotInfoKHR** structure specifying the reconstructed picture information.
• **referenceSlotCount** is the number of elements in the **pReferenceSlots** array.
• **pReferenceSlots** is **NULL** or a pointer to an array of **VkVideoReferenceSlotInfoKHR** structures describing the DPB slots and corresponding reference picture resources to use in this video decode operation (the set of active reference pictures).

### Valid Usage

- VUID-VkVideoDecodeInfoKHR-srcBuffer-07165
  **srcBuffer** must have been created with **VK_BUFFER_USAGE_VIDEO_DECODE_SRC_BIT_KHR** set
- VUID-VkVideoDecodeInfoKHR-srcBufferOffset-07166
  **srcBufferOffset** must be less than the size of **srcBuffer**
- VUID-VkVideoDecodeInfoKHR-srcBufferRange-07167
  **srcBufferRange** must be less than or equal to the size of **srcBuffer** minus **srcBufferOffset**
- VUID-VkVideoDecodeInfoKHR-pSetupReferenceSlot-07168
  If **pSetupReferenceSlot** is not **NULL**, then its **slotIndex** member must not be negative
- VUID-VkVideoDecodeInfoKHR-pSetupReferenceSlot-07169
  If **pSetupReferenceSlot** is not **NULL**, then its **pPictureResource** must not be **NULL**
- VUID-VkVideoDecodeInfoKHR-sType-07171
  The **slotIndex** member of each element of **pReferenceSlots** must not be negative
- VUID-VkVideoDecodeInfoKHR-pPictureResource-07172
  The **pPictureResource** member of each element of **pReferenceSlots** must not be **NULL**

### Valid Usage (Implicit)

- VUID-VkVideoDecodeInfoKHR-sType-sType
  **sType** must be **VK_STRUCTURE_TYPE_VIDEO_DECODE_INFO_KHR**
- VUID-VkVideoDecodeInfoKHR-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 **VkVideoDecodeAV1PictureInfoKHR**, **VkVideoDecodeH264PictureInfoKHR**, **VkVideoDecodeH265PictureInfoKHR**, or **VkVideoInlineQueryInfoKHR**
The `sType` value of each struct in the `pNext` chain **must** be unique.

The `flags` value of each struct in the `pNext` chain **must** be `0`.

The `srcBuffer` parameter **must** be a valid `VkBuffer` handle.

The `dstPictureResource` parameter **must** be a valid `VkVideoPictureResourceInfoKHR` structure.

If `pSetupReferenceSlot` is not `NULL`, `pSetupReferenceSlot` **must** be a valid pointer to a valid `VkVideoReferenceSlotInfoKHR` structure.

If `referenceSlotCount` is not `0`, `pReferenceSlots` **must** be a valid pointer to an array of `referenceSlotCount` valid `VkVideoReferenceSlotInfoKHR` structures.

```
// Provided by VK_KHR_video_decode_queue
typedef VkFlags VkVideoDecodeFlagsKHR;
```

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

### 37.12. H.264 Decode Operations

Video decode operations using an **H.264 decode profile** can be used to decode elementary video stream sequences compliant to the **ITU-T H.264 Specification**.

*Note*

Refer to the [Preamble](#) for information on how the Khronos Intellectual Property Rights Policy relates to normative references to external materials not created by Khronos.

This process is performed according to the video decode operation steps with the codec-specific semantics defined in section 8 of the **ITU-T H.264 Specification** as follows:

- Syntax elements, derived values, and other parameters are applied from the following structures:
  - The `StdVideoH264SequenceParameterSet` structure corresponding to the **active SPS** specifying the **H.264 sequence parameter set**.
  - The `StdVideoH264PictureParameterSet` structure corresponding to the **active PPS** specifying the **H.264 picture parameter set**.
  - The `StdVideoDecodeH264PictureInfo` structure specifying the **H.264 picture information**.
  - The `StdVideoDecodeH264ReferenceInfo` structures specifying the **H.264 reference information** corresponding to the optional **reconstructed picture** and any **active reference pictures**.
• The contents of the provided video bitstream buffer range are interpreted as defined in the H.264 Decode Bitstream Data Access section.

• Picture data in the video picture resources corresponding to the used active reference pictures, decode output picture, and optional reconstructed picture is accessed as defined in the H.264 Decode Picture Data Access section.

• The decision on reference picture setup is made according to the parameters specified in the H.264 picture information.

If the parameters and the bitstream adhere to the syntactic and semantic requirements defined in the corresponding sections of the ITU-T H.264 Specification, as described above, and the DPB slots associated with the active reference pictures all refer to valid picture references, then the video decode operation will complete successfully. Otherwise, the video decode operation may complete unsuccessfully.

### 37.12.1. H.264 Decode Bitstream Data Access

If the target decode output picture is a frame, then the video bitstream buffer range should contain a VCL NAL unit comprised of the slice headers and data of a picture representing an entire frame, as defined in sections 7.3.3 and 7.3.4, and this data is interpreted as defined in sections 7.4.3 and 7.4.4 of the ITU-T H.264 Specification, respectively.

If the target decode output picture is a field, then the video bitstream buffer range should contain a VCL NAL unit comprised of the slice headers and data of a picture representing a field, as defined in sections 7.3.3 and 7.3.4, and this data is interpreted as defined in sections 7.4.3 and 7.4.4 of the ITU-T H.264 Specification, respectively.

The offsets provided in VkVideoDecodeH264PictureInfoKHR::pSliceOffsets should specify the starting offsets corresponding to each slice header within the video bitstream buffer range.

### 37.12.2. H.264 Decode Picture Data Access

The effective imageOffset and imageExtent corresponding to a decode output picture, reference picture, or reconstructed picture used in video decode operations with an H.264 decode profile are defined as follows:

- imageOffset is (codedOffset.x, codedOffset.y) and imageExtent is (codedExtent.width, codedExtent.height), if the picture represents a frame.
- imageOffset is (codedOffset.x, codedOffset.y) and imageExtent is (codedExtent.width, codedExtent.height), if the picture represents a field and the picture layout of the used H.264 decode profile is VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR.
- imageOffset is (codedOffset.x, codedOffset.y) and imageExtent is (codedExtent.width, codedExtent.height / 2), if the picture represents a field and the picture layout of the used H.264 decode profile is VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR.

Where codedOffset and codedExtent are the members of the VkVideoPictureResourceInfoKHR structure corresponding to the picture.

However, accesses to image data within a video picture resource happen at the granularity
indicated by \( \text{VkVideoCapabilitiesKHR}::\text{pictureAccessGranularity} \), as returned by \( \text{vkGetPhysicalDeviceVideoCapabilitiesKHR} \) for the used video profile. This means that the complete image subregion accessed by video coding operations using an H.264 decode profile for the video picture resource is defined as the set of texels within the coordinate range:

\[(\text{startX}, \text{endX}), (\text{startY}, \text{endY})\]

Where:

- \( \text{startX} \) equals \( \text{imageOffset.x} \) rounded down to the nearest integer multiple of \( \text{pictureAccessGranularity.width} \);
- \( \text{endX} \) equals \( \text{imageOffset.x} + \text{imageExtent.width} \) rounded up to the nearest integer multiple of \( \text{pictureAccessGranularity.width} \) and clamped to the width of the image subresource referred to by the corresponding \( \text{VkVideoPictureResourceInfoKHR} \) structure;
- \( \text{startY} \) equals \( \text{imageOffset.y} \) rounded down to the nearest integer multiple of \( \text{pictureAccessGranularity.height} \);
- \( \text{endY} \) equals \( \text{imageOffset.y} + \text{imageExtent.height} \) rounded up to the nearest integer multiple of \( \text{pictureAccessGranularity.height} \) and clamped to the height of the image subresource referred to by the corresponding \( \text{VkVideoPictureResourceInfoKHR} \) structure.

In case of video decode operations using an H.264 decode profile, any access to a picture at the coordinates \((x,y)\), as defined by the ITU-T H.264 Specification, is an access to the image subresource referred to by the corresponding \( \text{VkVideoPictureResourceInfoKHR} \) structure at the texel coordinates specified below:

- \((x,y)\), if the accessed picture represents a frame.
- \((x,y \times 2)\), if the accessed picture represents a top field and the picture layout of the used H.264 decode profile is \( \text{VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR} \).
- \((x,y \times 2 + 1)\), if the accessed picture represents a bottom field and the picture layout of the used H.264 decode profile is \( \text{VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR} \).
- \((x,y)\), if the accessed picture represents a top field and the picture layout of the used H.264 decode profile is \( \text{VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR} \).
- \((\text{codedOffset.x} + x, \text{codedOffset.y} + y)\), if the accessed picture represents a bottom field and the picture layout of the used H.264 decode profile is \( \text{VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR} \).

Where \( \text{codedOffset} \) is the member of the corresponding \( \text{VkVideoPictureResourceInfoKHR} \) structure.

### 37.12.3. H.264 Decode Profile

A video profile supporting H.264 video decode operations is specified by setting \( \text{VkVideoProfileInfoKHR}::\text{videoCodecOperation} \) to \( \text{VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR} \) and adding a \( \text{VkVideoDecodeH264ProfileInfoKHR} \) structure to the \( \text{VkVideoProfileInfoKHR}::\text{pNext} \) chain.

The \( \text{VkVideoDecodeH264ProfileInfoKHR} \) structure is defined as:
// Provided by VK_KHR_video_decode_h264

typedef struct VkVideoDecodeH264ProfileInfoKHR {
    VkStructureType sType;
    const void* pNext;
    StdVideoH264ProfileIdc stdProfileIdc;
    VkVideoDecodeH264PictureLayoutFlagBitsKHR pictureLayout;
} VkVideoDecodeH264ProfileInfoKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **stdProfileIdc** is a StdVideoH264ProfileIdc value specifying the H.264 codec profile IDC, as defined in section A.2 of the ITU-T H.264 Specification.
- **pictureLayout** is a VkVideoDecodeH264PictureLayoutFlagBitsKHR value specifying the picture layout used by the H.264 video sequence to be decoded.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeH264ProfileInfoKHR-sType-sType
  - **sType** must be VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_PROFILE_INFO_KHR

- VUID-VkVideoDecodeH264ProfileInfoKHR-pictureLayout-parameter
  - If **pictureLayout** is not 0, **pictureLayout** must be a valid VkVideoDecodeH264PictureLayoutFlagBitsKHR value

The H.264 video decode picture layout flags are defined as follows:

// Provided by VK_KHR_video_decode_h264

typedef enum VkVideoDecodeH264PictureLayoutFlagBitsKHR {
    VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_PROGRESSIVE_KHR = 0,
    VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR = 0x00000001,
    VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR = 0x00000002,
} VkVideoDecodeH264PictureLayoutFlagBitsKHR;

- **VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_PROGRESSIVE_KHR** specifies support for progressive content. This flag has the value 0.
- **VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR** specifies support for or use of a picture layout for interlaced content where all lines belonging to the top field are decoded to the even-numbered lines within the picture resource, and all lines belonging to the bottom field are decoded to the odd-numbered lines within the picture resource.
- **VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR** specifies support for or use of a picture layout for interlaced content where all lines belonging to a field are grouped together in a single image subregion, and the two fields comprising the frame can be stored in
separate image subregions of the same image subresource or in separate image subresources.

```c
// Provided by VK_KHR_video_decode_h264
typedef VkFlags VkVideoDecodeH264PictureLayoutFlagsKHR;
```

`VkVideoDecodeH264PictureLayoutFlagsKHR` is a bitmask type for setting a mask of zero or more `VkVideoDecodeH264PictureLayoutFlagBitsKHR`.

### 37.12.4. H.264 Decode Capabilities

When calling `vkGetPhysicalDeviceVideoCapabilitiesKHR` to query the capabilities for an H.264 decode profile, the `VkVideoCapabilitiesKHR::pNext` chain must include a `VkVideoDecodeH264CapabilitiesKHR` structure that will be filled with the profile-specific capabilities.

The `VkVideoDecodeH264CapabilitiesKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_h264
typedef struct VkVideoDecodeH264CapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    StdVideoH264LevelIdc maxLevelIdc;
    VkOffset2D fieldOffsetGranularity;
} VkVideoDecodeH264CapabilitiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `maxLevelIdc` is a `StdVideoH264LevelIdc` value indicating the maximum H.264 level supported by the profile, where enum constant `STD_VIDEO_H264_LEVEL_IDC_<major>_<minor>` identifies H.264 level `<major>.<minor>` as defined in section A.3 of the ITU-T H.264 Specification.
- `fieldOffsetGranularity` is the minimum alignment for `VkVideoPictureResourceInfoKHR::codedOffset` specified for a video picture resource when using the picture layout `VK_VIDEO_DECODE_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR`.

#### Valid Usage (Implicit)

- VUID-VkVideoDecodeH264CapabilitiesKHR-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_DECODER_H264_CAPABILITIES_KHR`

### 37.12.5. H.264 Decode Parameter Sets

Video session parameters objects created with the video codec operation `VK_VIDEO_CODEC_OPERATION_VIDEO_DECODER_H264_BIT_KHR` can contain the following types of parameters:
H.264 Sequence Parameter Sets (SPS)
Represented by StdVideoH264SequenceParameterSet structures and interpreted as follows:

- reserved1 and reserved2 are used only for padding purposes and are otherwise ignored;
- seq_parameter_set_id is used as the key of the SPS entry;
- level_idc is one of the enum constants STD_VIDEO_H264_LEVEL_IDC_<major>_<minor> identifying the H.264 level <major>.<minor> as defined in section A.3 of the ITU-T H.264 Specification;
- if flags.seq_scaling_matrix_present_flag is set, then the StdVideoH264ScalingLists structure pointed to by pScalingLists is interpreted as follows:
  - scaling_list_present_mask is a bitmask where bit index i corresponds to seq_scaling_list_present_flag[i] as defined in section 7.4.2.1 of the ITU-T H.264 Specification;
  - use_default_scaling_matrix_mask is a bitmask where bit index i corresponds to UseDefaultScalingMatrix4x4Flag[i], when i < 6, or corresponds to UseDefaultScalingMatrix8x8Flag[i-6], otherwise, as defined in section 7.3.2.1 of the ITU-T H.264 Specification;
  - ScalingList4x4 and ScalingList8x8 correspond to the identically named syntax elements defined in section 7.3.2.1 of the ITU-T H.264 Specification;
- if flags.vui_parameters_present_flag is set, then pSequenceParameterSetVui is a pointer to a StdVideoH264SequenceParameterSetVui structure that is interpreted as follows:
  - reserved1 is used only for padding purposes and is otherwise ignored;
  - if flags.nal_hrd_parameters_present_flag or flags.vcl_hrd_parameters_present_flag is set, then the StdVideoH264HrdParameters structure pointed to by pHrdParameters is interpreted as follows:
    - reserved1 is used only for padding purposes and is otherwise ignored;
    - all other members of StdVideoH264HrdParameters are interpreted as defined in section E.2.2 of the ITU-T H.264 Specification;
    - all other members of StdVideoH264SequenceParameterSetVui are interpreted as defined in section E.2.1 of the ITU-T H.264 Specification;
  - all other members of StdVideoH264SequenceParameterSet are interpreted as defined in section 7.4.2.1 of the ITU-T H.264 Specification.

H.264 Picture Parameter Sets (PPS)
Represented by StdVideoH264PictureParameterSet structures and interpreted as follows:

- the pair constructed from seq_parameter_set_id and pic_parameter_set_id is used as the key of the PPS entry;
- if flags.pic_scaling_matrix_present_flag is set, then the StdVideoH264ScalingLists structure pointed to by pScalingLists is interpreted as follows:
  - scaling_list_present_mask is a bitmask where bit index i corresponds to
pic_scaling_list_present_flag[i] as defined in section 7.4.2.2 of the ITU-T H.264 Specification;

- use_default_scaling_matrix_mask is a bitmask where bit index i corresponds to UseDefaultScalingMatrix4x4Flag[i], when i < 6, or corresponds to UseDefaultScalingMatrix8x8Flag[i-6], otherwise, as defined in section 7.3.2.2 of the ITU-T H.264 Specification;

- ScalingList4x4 and ScalingList8x8 correspond to the identically named syntax elements defined in section 7.3.2.2 of the ITU-T H.264 Specification;

- all other members of StdVideoH264PictureParameterSet are interpreted as defined in section 7.4.2.2 of the ITU-T H.264 Specification.

When a video session parameters object is created with the codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR, the VkVideoSessionParametersCreateInfoKHR::pNext chain must include a VkVideoDecodeH264SessionParametersCreateInfoKHR structure specifying the capacity and initial contents of the object.

The VkVideoDecodeH264SessionParametersCreateInfoKHR structure is defined as:

```
// Provided by VK_KHR_video_decode_h264
typedef struct VkVideoDecodeH264SessionParametersCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t maxStdSPSCount;
    uint32_t maxStdPPSCount;
    const VkVideoDecodeH264SessionParametersAddInfoKHR* pParametersAddInfo;
} VkVideoDecodeH264SessionParametersCreateInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- maxStdSPSCount is the maximum number of H.264 SPS entries the created VkVideoSessionParametersKHR can contain.
- maxStdPPSCount is the maximum number of H.264 PPS entries the created VkVideoSessionParametersKHR can contain.
- pParametersAddInfo is NULL or a pointer to a VkVideoDecodeH264SessionParametersAddInfoKHR structure specifying H.264 parameters to add upon object creation.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeH264SessionParametersCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_DECODER_H264_SESSION_PARAMETERS_CREATE_INFO_KHR.

- VUID-VkVideoDecodeH264SessionParametersCreateInfoKHR-pParametersAddInfo-parameter
  If pParametersAddInfo is not NULL, pParametersAddInfo must be a valid pointer to a valid VkVideoDecodeH264SessionParametersAddInfoKHR structure.
The `VkVideoDecodeH264SessionParametersAddInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_h264
typedef struct VkVideoDecodeH264SessionParametersAddInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t stdSPSCount;
    const StdVideoH264SequenceParameterSet* pStdSPSs;
    uint32_t stdPPSCount;
    const StdVideoH264PictureParameterSet* pStdPPSs;
} VkVideoDecodeH264SessionParametersAddInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `stdSPSCount` is the number of elements in the `pStdSPSs` array.
- `pStdSPSs` is a pointer to an array of `StdVideoH264SequenceParameterSet` structures describing the H.264 SPS entries to add.
- `stdPPSCount` is the number of elements in the `pStdPPSs` array.
- `pStdPPSs` is a pointer to an array of `StdVideoH264PictureParameterSet` structures describing the H.264 PPS entries to add.

This structure can be specified in the following places:

- In the `pParametersAddInfo` member of the `VkVideoDecodeH264SessionParametersCreateInfoKHR` structure specified in the `pNext` chain of `VkVideoSessionParametersCreateInfoKHR` used to create a video session parameters object. In this case, if the video codec operation the video session parameters object is created with is `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then it defines the set of initial parameters to add to the created object (see Creating Video Session Parameters).

- In the `pNext` chain of `VkVideoSessionParametersUpdateInfoKHR`. In this case, if the video codec operation the video session parameters object to be updated was created with is `VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR`, then it defines the set of parameters to add to it (see Updating Video Session Parameters).

### Valid Usage

- VUID-VkVideoDecodeH264SessionParametersAddInfoKHR-None-04825
  The `seq_parameter_set_id` member of each `StdVideoH264SequenceParameterSet` structure specified in the elements of `pStdSPSs` must be unique within `pStdSPSs`

- VUID-VkVideoDecodeH264SessionParametersAddInfoKHR-None-04826
  The pair constructed from the `seq_parameter_set_id` and `pic_parameter_set_id` members of each `StdVideoH264PictureParameterSet` structure specified in the elements of `pStdPPSs` must be unique within `pStdPPSs`
37.12.6. H.264 Decoding Parameters

The `VkVideoDecodeH264PictureInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_h264
typedef struct VkVideoDecodeH264PictureInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoDecodeH264PictureInfo* pStdPictureInfo;
    uint32_t sliceCount;
    const uint32_t* pSliceOffsets;
} VkVideoDecodeH264PictureInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pStdPictureInfo` is a pointer to a `StdVideoDecodeH264PictureInfo` structure specifying H.264 picture information.
- `sliceCount` is the number of elements in `pSliceOffsets`.
- `pSliceOffsets` is a pointer to an array of `sliceCount` offsets specifying the start offset of the slices of the picture within the video bitstream buffer range specified in `VkVideoDecodeInfoKHR`.

This structure is specified in the `pNext` chain of the `VkVideoDecodeInfoKHR` structure passed to `vkCmdDecodeVideoKHR` to specify the codec-specific picture information for an H.264 decode operation.

**Decode Output Picture Information**

When this structure is specified in the `pNext` chain of the `VkVideoDecodeInfoKHR` structure passed to `vkCmdDecodeVideoKHR`, the information related to the decode output picture is defined as follows:

- If `pStdPictureInfo->flags.field_pic_flag` is not set, then the picture represents a frame.
- If `pStdPictureInfo->flags.field_pic_flag` is set, then the picture represents a field. Specifically:
If pStdPictureInfo->flags.bottom_field_flag is not set, then the picture represents the top field of the frame.

If pStdPictureInfo->flags.bottom_field_flag is set, then the picture represents the bottom field of the frame.

- The image subregion used is determined according to the H.264 Decode Picture Data Access section.
- The decode output picture is associated with the H.264 picture information provided in pStdPictureInfo.

Std Picture Information

The members of the StdVideoDecodeH264PictureInfo structure pointed to by pStdPictureInfo are interpreted as follows:

- reserved1 and reserved2 are used only for padding purposes and are otherwise ignored;
- flags.is_intra as defined in section 3.73 of the ITU-T H.264 Specification;
- flags.is_reference as defined in section 3.136 of the ITU-T H.264 Specification;
- flags.complementary_field_pair as defined in section 3.35 of the ITU-T H.264 Specification;
- seq_parameter_set_id and pic_parameter_set_id are used to identify the active parameter sets, as described below;
- all other members are interpreted as defined in section 7.4.3 of the ITU-T H.264 Specification.

Reference picture setup is controlled by the value of StdVideoDecodeH264PictureInfo::flags.is_reference. If it is set and a reconstructed picture is specified, then the latter is used as the target of picture reconstruction to activate the DPB slot specified in pDecodeInfo->pSetupReferenceSlot->slotIndex. If StdVideoDecodeH264PictureInfo::flags.is_reference is not set, but a reconstructed picture is specified, then the corresponding picture reference associated with the DPB slot is invalidated, as described in the DPB Slot States section.

Active Parameter Sets

The members of the StdVideoDecodeH264PictureInfo structure pointed to by pStdPictureInfo are used to select the active parameter sets to use from the bound video session parameters object, as follows:

- The active SPS is the SPS identified by the key specified in StdVideoDecodeH264PictureInfo::seq_parameter_set_id.
- The active PPS is the PPS identified by the key specified by the pair constructed from StdVideoDecodeH264PictureInfo::seq_parameter_set_id and StdVideoDecodeH264PictureInfo::pic_parameter_set_id.

Valid Usage (Implicit)

- VUID-VkVideoDecodeH264PictureInfoKHR-sType-sType sType must be VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_PICTURE_INFO_KHR
- VUID-VkVideoDecodeH264PictureInfoKHR-pStdPictureInfo-parameter
The `VkVideoDecodeH264DpbSlotInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_h264
typedef struct VkVideoDecodeH264DpbSlotInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoDecodeH264ReferenceInfo* pStdReferenceInfo;
} VkVideoDecodeH264DpbSlotInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pStdReferenceInfo` is a pointer to a `StdVideoDecodeH264ReferenceInfo` structure specifying H.264 reference information.

This structure is specified in the `pNext` chain of `VkVideoDecodeInfoKHR::pSetupReferenceSlot`, if not `NULL`, and the `pNext` chain of the elements of `VkVideoDecodeInfoKHR::pReferenceSlots` to specify the codec-specific reference picture information for an H.264 decode operation.

**Active Reference Picture Information**

When this structure is specified in the `pNext` chain of the elements of `VkVideoDecodeInfoKHR::pReferenceSlots`, one or two elements are added to the list of active reference pictures used by the video decode operation for each element of `VkVideoDecodeInfoKHR::pReferenceSlots` as follows:

- If neither `pStdReferenceInfo->flags.top_field_flag` nor `pStdReferenceInfo->flags.bottom_field_flag` is set, then the picture is added as a frame reference to the list of active reference pictures.
- If `pStdReferenceInfo->flags.top_field_flag` is set, then the picture is added as a top field reference to the list of active reference pictures.
- If `pStdReferenceInfo->flags.bottom_field_flag` is set, then the picture is added as a bottom field reference to the list of active reference pictures.
- For each added reference picture, the corresponding image subregion used is determined according to the H.264 Decode Picture Data Access section.
- Each added reference picture is associated with the DPB slot index specified in the `slotIndex` member of the corresponding element of `VkVideoDecodeInfoKHR::pReferenceSlots`.
- Each added reference picture is associated with the H.264 reference information provided in `pStdReferenceInfo`. 
When both the top and bottom field of an interlaced frame currently associated with a DPB slot is intended to be used as an active reference picture and both fields are stored in the same image subregion (which is the case when using `VK_VIDEO_Decode_H264_PICTURE_LAYOUT_INTERLACED_INTERLEAVED_LINES_BIT_KHR` which stores the two fields at even and odd scanlines of the same image subregion), both references have to be provided through a single `VkVideoReferenceSlotInfoKHR` structure that has both `flags.top_field_flag` and `flags.bottom_field_flag` set in the `StdVideoDecodeH264ReferenceInfo` structure pointed to by the `pStdReferenceInfo` member of the `VkVideoDecodeH264DpbSlotInfoKHR` structure included in the corresponding `VkVideoReferenceSlotInfoKHR` structure's `pNext` chain. However, this approach can only be used when both fields are stored in the same image subregion. If that is not the case (e.g. when using `VK_VIDEO_Decode_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR` which requires separate `codedOffset` values for the two fields and also allows storing the two fields of a frame in separate image layers or entirely separate images), then a separate `VkVideoReferenceSlotInfoKHR` structure needs to be provided for referencing the two fields, each only setting one of `flags.top_field_flag` or `flags.bottom_field_flag`, and providing the appropriate video picture resource information in `VkVideoReferenceSlotInfoKHR::pPictureResource`.

### Reconstructed Picture Information

When this structure is specified in the `pNext` chain of `VkVideoDecodeInfoKHR::pSetupReferenceSlot`, the information related to the reconstructed picture is defined as follows:

- If neither `pStdReferenceInfo->flags.top_field_flag` nor `pStdReferenceInfo->flags.bottom_field_flag` is set, then the picture represents a frame.
- If `pStdReferenceInfo->flags.top_field_flag` is set, then the picture represents a field, specifically, the top field of the frame.
- If `pStdReferenceInfo->flags.bottom_field_flag` is set, then the picture represents a field, specifically, the bottom field of the frame.
- The image subregion used is determined according to the H.264 Decode Picture Data Access section.
- If reference picture setup is requested, then the reconstructed picture is used to activate the DPB slot with the index specified in `VkVideoDecodeInfoKHR::pSetupReferenceSlot->slotIndex`.
- The reconstructed picture is associated with the H.264 reference information provided in `pStdReferenceInfo`.

### Std Reference Information

The members of the `StdVideoDecodeH264ReferenceInfo` structure pointed to by `pStdReferenceInfo` are interpreted as follows:

- `flags.top_field_flag` is used to indicate whether the reference is used as top field reference;
- `flags.bottom_field_flag` is used to indicate whether the reference is used as bottom field.
reference;

- **flags.used_for_long_term_reference** is used to indicate whether the picture is marked as “used for long-term reference” as defined in section 8.2.5.1 of the ITU-T H.264 Specification;

- **flags.is_non_existing** is used to indicate whether the picture is marked as “non-existing” as defined in section 8.2.5.2 of the ITU-T H.264 Specification;

- all other members are interpreted as defined in section 8.2 of the ITU-T H.264 Specification.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeH264DpbSlotInfoKHR-sType-sType
  
  *sType must be* VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_DPB_SLOT_INFO_KHR

- VUID-VkVideoDecodeH264DpbSlotInfoKHR-pStdReferenceInfo-parameter
  
  *pStdReferenceInfo must be a valid pointer to a valid StdVideoDecodeH264ReferenceInfo value*

#### 37.12.7. H.264 Decode Requirements

This section describes the **required** H.264 decoding capabilities for physical devices that have at least one queue family that supports the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODER_H264_BIT_KHR`, as returned by `vkGetPhysicalDeviceQueueFamilyProperties2` in `VkQueueFamilyVideoPropertiesKHR::videoCodecOperations`.

**Table 39. Required Video Std Header Versions**

<table>
<thead>
<tr>
<th>Video Std Header Name</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>vulkan_video_codec_h264std_decode</td>
<td>1.0.0</td>
</tr>
</tbody>
</table>

**Table 40. Required Video Capabilities**

<table>
<thead>
<tr>
<th>Video Capability</th>
<th>Requirement</th>
<th>Requirement Type¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>VkVideoCapabilitiesKHR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>minBitstreamBufferOffsetAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>minBitstreamBufferSizeAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>pictureAccessGranularity</td>
<td>(64,64)</td>
<td>max</td>
</tr>
<tr>
<td>minCodedExtent</td>
<td>-</td>
<td>max</td>
</tr>
<tr>
<td>maxCodedExtent</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxDpbSlots</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxActiveReferencePictures</td>
<td>0</td>
<td>min</td>
</tr>
</tbody>
</table>

**VkVideoDecodeCapabilitiesKHR**
### Video Capability

<table>
<thead>
<tr>
<th>Requirement Type</th>
<th>Video Capability</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>min</td>
<td>flags</td>
<td>VK_VIDEO_DECODER_CAPABILITY_DPB_AND_OUTPUT_COCRIDE_BIT_KHR or VK_VIDEO_DECODER_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR</td>
</tr>
</tbody>
</table>

**VkVideoDecodeH264CapabilitiesKHR**

<table>
<thead>
<tr>
<th>Requirement Type</th>
<th>maxLevelIdc</th>
<th>fieldOffsetGranularity</th>
</tr>
</thead>
<tbody>
<tr>
<td>min</td>
<td>STD_VIDEO_H264_LEVEL_IDC_1_0</td>
<td>(0,0) except for profiles using VK_VIDEO_DECODER_H264_PICTURE_LAYOUT_INTERLACED_SEPARATE_PLANES_BIT_KHR</td>
</tr>
<tr>
<td>implementation-dependent</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The **Requirement Type** column specifies the requirement is either the minimum value all implementations **must** support, the maximum value all implementations **must** support, or the exact value all implementations **must** support. For bitmasks a minimum value is the least bits all implementations **must** set, but they **may** have additional bits set beyond this minimum.

## 37.13. H.265 Decode Operations

Video decode operations using an **H.265 decode profile** can be used to decode elementary video stream sequences compliant to the **ITU-T H.265 Specification**.

*Note*

Refer to the **Preamble** for information on how the Khronos Intellectual Property Rights Policy relates to normative references to external materials not created by Khronos.

This process is performed according to the **video decode operation steps** with the codec-specific semantics defined in section 8 of **ITU-T H.265 Specification**:

- Syntax elements, derived values, and other parameters are applied from the following structures:
  - The **StdVideoH265VideoParameterSet** structure corresponding to the **active VPS** specifying the **H.265 video parameter set**.
  - The **StdVideoH265SequenceParameterSet** structure corresponding to the **active SPS** specifying the **H.265 sequence parameter set**.
  - The **StdVideoH265PictureParameterSet** structure corresponding to the **active PPS** specifying the **H.265 picture parameter set**.
  - The **StdVideoDecodeH265PictureInfo** structure specifying the **H.265 picture information**.
The `StdVideoDecodeH265ReferenceInfo` structures specifying the H.265 reference information corresponding to the optional reconstructed picture and any active reference pictures.

- The contents of the provided video bitstream buffer range are interpreted as defined in the H.265 Decode Bitstream Data Access section.
- Picture data in the video picture resources corresponding to the used active reference pictures, decode output picture, and optional reconstructed picture is accessed as defined in the H.265 Decode Picture Data Access section.
- The decision on reference picture setup is made according to the parameters specified in the H.265 picture information.

If the parameters and the bitstream adhere to the syntactic and semantic requirements defined in the corresponding sections of the ITU-T H.265 Specification, as described above, and the DPB slots associated with the active reference pictures all refer to valid picture references, then the video decode operation will complete successfully. Otherwise, the video decode operation may complete unsuccessfully.

### 37.13.1. H.265 Decode Bitstream Data Access

The video bitstream buffer range should contain a VCL NAL unit comprised of the slice segment headers and data of a picture representing a frame, as defined in sections 7.3.6 and 7.3.8, and this data is interpreted as defined in sections 7.4.7 and 7.4.9 of the ITU-T H.265 Specification, respectively.

The offsets provided in `VkVideoDecodeH265PictureInfoKHR::pSliceSegmentOffsets` should specify the starting offsets corresponding to each slice segment header within the video bitstream buffer range.

### 37.13.2. H.265 Decode Picture Data Access

Accesses to image data within a video picture resource happen at the granularity indicated by `VkVideoCapabilitiesKHR::pictureAccessGranularity`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile. Accordingly, the complete image subregion of a decode output picture, reference picture, or reconstructed picture accessed by video coding operations using an H.265 decode profile is defined as the set of texels within the coordinate range:

\[\text{((0,}\text{endX}),\text{(0,}\text{endY}))\]

Where:

- `endX` equals `codedExtent.width` rounded up to the nearest integer multiple of `pictureAccessGranularity.width` and clamped to the width of the image subresource referred to by the corresponding `VkVideoPictureResourceInfoKHR` structure;
- `endY` equals `codedExtent.height` rounded up to the nearest integer multiple of `pictureAccessGranularity.height` and clamped to the height of the image subresource referred to by the corresponding `VkVideoPictureResourceInfoKHR` structure;
Where `codedExtent` is the member of the `VkVideoPictureResourceInfoKHR` structure corresponding to the picture.

In case of video decode operations using an H.265 decode profile, any access to a picture at the coordinates \((x, y)\), as defined by the ITU-T H.265 Specification, is an access to the image subresource referred to by the corresponding `VkVideoPictureResourceInfoKHR` structure at the texel coordinates \((x, y)\).

### 37.13.3. H.265 Decode Profile

A video profile supporting H.265 video decode operations is specified by setting `VkVideoProfileInfoKHR::videoCodecOperation` to `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR` and adding a `VkVideoDecodeH265ProfileInfoKHR` structure to the `VkVideoProfileInfoKHR::pNext` chain.

The `VkVideoDecodeH265ProfileInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_h265
typedef struct VkVideoDecodeH265ProfileInfoKHR {
    VkStructureType sType;
    const void* pNext;
    StdVideoH265ProfileIdc stdProfileIdc;
} VkVideoDecodeH265ProfileInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `stdProfileIdc` is a `StdVideoH265ProfileIdc` value specifying the H.265 codec profile IDC, as defined in section A.3 of the ITU-T H.265 Specification.

#### Valid Usage (Implicit)

- `VUID-VkVideoDecodeH265ProfileInfoKHR-sType-sType sType must be VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_PROFILE_INFO_KHR`

### 37.13.4. H.265 Decode Capabilities

When calling `vkGetPhysicalDeviceVideoCapabilitiesKHR` to query the capabilities for an H.265 decode profile, the `VkVideoCapabilitiesKHR::pNext` chain must include a `VkVideoDecodeH265CapabilitiesKHR` structure that will be filled with the profile-specific capabilities.

The `VkVideoDecodeH265CapabilitiesKHR` structure is defined as:
// Provided by VK_KHR_video_decode_h265
typedef struct VkVideoDecodeH265CapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    StdVideoH265LevelIdc maxLevelIdc;
} VkVideoDecodeH265CapabilitiesKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• maxLevelIdc is a StdVideoH265LevelIdc value indicating the maximum H.265 level supported by the profile, where enum constant STD_VIDEO_H265_LEVEL_IDC_<major>_<minor> identifies H.265 level <major>.<minor> as defined in section A.4 of the ITU-T H.265 Specification.

Valid Usage (Implicit)

• VUID-VkVideoDecodeH265CapabilitiesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_CAPABILITIES_KHR

37.13.5. H.265 Decode Parameter Sets

Video session parameters objects created with the video codec operation VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR can contain the following types of parameters:

H.265 Video Parameter Sets (VPS)

Represented by StdVideoH265VideoParameterSet structures and interpreted as follows:

• reserved1, reserved2, and reserved3 are used only for padding purposes and are otherwise ignored;
• vps_video_parameter_set_id is used as the key of the VPS entry;
• the max_latency_increase_plus1, max_dec_pic_buffering_minus1, and max_num_reorder_pics members of the StdVideoH265DecPicBufMgr structure pointed to by pDecPicBufMgr correspond to vps_max_latency_increase_plus1, vps_max_dec_pic_buffering_minus1, and vps_max_num_reorder_pics, respectively, as defined in section 7.4.3.1 of the ITU-T H.265 Specification;
• the StdVideoH265HrdParameters structure pointed to by pHrdParameters is interpreted as follows:
  • reserved is used only for padding purposes and is otherwise ignored;
  • flags.fixed_pic_rate_general_flag is a bitmask where bit index i corresponds to fixed_pic_rate_general_flag[i] as defined in section E.3.2 of the ITU-T H.265 Specification;
  • flags.fixed_pic_rate_within_cvs_flag is a bitmask where bit index i corresponds to
`fixed_pic_rate_within_cvs_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;

- `flags.low_delay_hrd_flag` is a bitmask where bit index `i` corresponds to `low_delay_hrd_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;

- If `flags.nal_hrd_parameters_present_flag` is set, then `pSubLayerHrdParametersNal` is a pointer to an array of `vps_max_sub_layers_minus1 + 1` number of `StdVideoH265SubLayerHrdParameters` structures where `vps_max_sub_layers_minus1` is the corresponding member of the encompassing `StdVideoH265VideoParameterSet` structure and each element is interpreted as follows:
  - `cbr_flag` is a bitmask where bit index `i` corresponds to `cbr_flag[i]` as defined in section E.3.3 of the ITU-T H.265 Specification;
  - All other members of the `StdVideoH265SubLayerHrdParameters` structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;

- If `flags.vcl_hrd_parameters_present_flag` is set, then `pSubLayerHrdParametersVcl` is a pointer to an array of `vps_max_sub_layers_minus1 + 1` number of `StdVideoH265SubLayerHrdParameters` structures where `vps_max_sub_layers_minus1` is the corresponding member of the encompassing `StdVideoH265VideoParameterSet` structure and each element is interpreted as follows:
  - `cbr_flag` is a bitmask where bit index `i` corresponds to `cbr_flag[i]` as defined in section E.3.3 of the ITU-T H.265 Specification;
  - All other members of the `StdVideoH265SubLayerHrdParameters` structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;

- All other members of `StdVideoH265HrdParameters` are interpreted as defined in section E.3.2 of the ITU-T H.265 Specification;

- The `StdVideoH265ProfileTierLevel` structure pointed to by `pProfileTierLevel` are interpreted as follows:
  - `general_level_idc` is one of the enum constants `STD_VIDEO_H265_LEVEL_IDC_<major>_<minor>` identifying the H.265 level `<major>.<minor>` as defined in section A.4 of the ITU-T H.265 Specification;
  - All other members of `StdVideoH265ProfileTierLevel` are interpreted as defined in section 7.4.4 of the ITU-T H.265 Specification;
  - All other members of `StdVideoH265VideoParameterSet` are interpreted as defined in section 7.4.3.1 of the ITU-T H.265 Specification.

### H.265 Sequence Parameter Sets (SPS)

Represented by `StdVideoH265SequenceParameterSet` structures and interpreted as follows:

- `reserved1` and `reserved2` are used only for padding purposes and are otherwise ignored;
  - The pair constructed from `sps_video_parameter_set_id` and `sps_seq_parameter_set_id` is used as the key of the SPS entry;
  - The `StdVideoH265ProfileTierLevel` structure pointed to by `pProfileTierLevel` are interpreted
as follows:

- `general_level_idc` is one of the enum constants `STD_VIDEO_H265_LEVEL_IDC_<major>_<minor>` identifying the H.265 level `<major>.<minor>` as defined in section A.4 of the ITU-T H.265 Specification;
- all other members of `StdVideoH265ProfileTierLevel` are interpreted as defined in section 7.4.4 of the ITU-T H.265 Specification;
- the `max_latency_increase_plus1`, `max_dec_pic_buffering_minus1`, and `max_num_reorder_pics` members of the `StdVideoH265DecPicBufMgr` structure pointed to by `pDecPicBufMgr` correspond to `sps_max_latency_increase_plus1`, `sps_max_dec_pic_buffering_minus1`, and `sps_max_num_reorder_pics`, respectively, as defined in section 7.4.3.2 of the ITU-T H.265 Specification;
- if `flags.sps_scaling_list_data_present_flag` is set, then the `StdVideoH265ScalingLists` structure pointed to by `pScalingLists` is interpreted as follows:
  - `ScalingListDCCoef16x16` and `ScalingListDCCoef32x32` correspond to `scaling_list_dc_coef_minus8[0]` and `scaling_list_dc_coef_minus8[1]`, respectively, as defined in section 7.3.4 of the ITU-T H.265 Specification;
- `pShortTermRefPicSet` is a pointer to an array of `num_short_term_ref_pic_sets` number of `StdVideoH265ShortTermRefPicSet` structures where each element is interpreted as follows:
  - `reserved1`, `reserved2`, and `reserved3` are used only for padding purposes and are otherwise ignored;
  - `used_byCurrPicFlag` is a bitmask where bit index `i` corresponds to `used_by_curr_pic_flag[i]` as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - `useDeltaFlag` is a bitmask where bit index `i` corresponds to `use_delta_flag[i]` as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - `usedByCurrPicS0Flag` is a bitmask where bit index `i` corresponds to `used_by_curr_pic_s0_flag[i]` as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - `usedByCurrPicS1Flag` is a bitmask where bit index `i` corresponds to `used_by_curr_pic_s1_flag[i]` as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - all other members of `StdVideoH265ShortTermRefPicSet` are interpreted as defined in section 7.4.8 of the ITU-T H.265 Specification;
- if `flags.long_term_ref_pics_present_flag` is set then the `StdVideoH265LongTermRefPicsSps` structure pointed to by `pLongTermRefPicsSps` is interpreted as follows:
  - `usedByCurrPicLTSpsFlag` is a bitmask where bit index `i` corresponds to `used_by_curr_pic_lt_sps_flag[i]` as defined in section 7.4.3.2 of the ITU-T H.265 Specification;
  - all other members of `StdVideoH265LongTermRefPicsSps` are interpreted as defined in section 7.4.3.2 of the ITU-T H.265 Specification;
- if `flags.vui_parameters_present_flag` is set, then the `StdVideoH265SequenceParameterSetVui`
structure pointed to by \texttt{pSequenceParameterSetVui} is interpreted as follows:

- reserved1, reserved2, and reserved3 are used only for padding purposes and are otherwise ignored;
- the \texttt{StdVideoH265HrdParameters} structure pointed to by \texttt{pHrdParameters} is interpreted as follows:
  - flags.fixed_pic_rate_general_flag is a bitmask where bit index \(i\) corresponds to \texttt{fixed_pic_rate_general_flag}[i] as defined in section E.3.2 of the ITU-T H.265 Specification;
  - flags.fixed_pic_rate_within_cvs_flag is a bitmask where bit index \(i\) corresponds to \texttt{fixed_pic_rate_within_cvs_flag}[i] as defined in section E.3.2 of the ITU-T H.265 Specification;
  - flags.low_delay_hrd_flag is a bitmask where bit index \(i\) corresponds to \texttt{low_delay_hrd_flag}[i] as defined in section E.3.2 of the ITU-T H.265 Specification;
  - if flags.nal_hrd_parameters_present_flag is set, then \texttt{pSubLayerHrdParametersNal} is a pointer to an array of \texttt{sps_max_sub_layers_minus1} + 1 number of \texttt{StdVideoH265SubLayerHrdParameters} structures where \texttt{sps_max_sub_layers_minus1} is the corresponding member of the encompassing \texttt{StdVideoH265SequenceParameterSet} structure and each element is interpreted as follows:
    - cbr_flag is a bitmask where bit index \(i\) corresponds to \texttt{cbr_flag}[i] as defined in section E.3.3 of the ITU-T H.265 Specification;
    - all other members of the \texttt{StdVideoH265SubLayerHrdParameters} structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;
  - if flags.vcl_hrd_parameters_present_flag is set, then \texttt{pSubLayerHrdParametersVcl} is a pointer to an array of \texttt{sps_max_sub_layers_minus1} + 1 number of \texttt{StdVideoH265SubLayerHrdParameters} structures where \texttt{sps_max_sub_layers_minus1} is the corresponding member of the encompassing \texttt{StdVideoH265SequenceParameterSet} structure and each element is interpreted as follows:
    - cbr_flag is a bitmask where bit index \(i\) corresponds to \texttt{cbr_flag}[i] as defined in section E.3.3 of the ITU-T H.265 Specification;
    - all other members of the \texttt{StdVideoH265SubLayerHrdParameters} structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;
    - all other members of \texttt{StdVideoH265HrdParameters} are interpreted as defined in section E.3.2 of the ITU-T H.265 Specification;
  - all other members of \texttt{pSequenceParameterSetVui} are interpreted as defined in section E.3.1 of the ITU-T H.265 Specification;
  - if flags.sps_palette_predictor_initializer_present_flag is set, then the \texttt{PredictorPaletteEntries} member of the \texttt{StdVideoH265PredictorPaletteEntries} structure pointed to by \texttt{pPredictorPaletteEntries} is interpreted as defined in section 7.4.9.13 of the ITU-T H.265 Specification;
  - all other members of \texttt{StdVideoH265SequenceParameterSet} are interpreted as defined in section 7.4.3.1 of the ITU-T H.265 Specification.
H.265 Picture Parameter Sets (PPS)

Represented by `StdVideoH265PictureParameterSet` structures and interpreted as follows:

- reserved1, reserved2, and reserved3 are used only for padding purposes and are otherwise ignored;
- the triplet constructed from `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id` is used as the key of the PPS entry;
- if `flags.pps_scaling_list_data_present_flag` is set, then the `StdVideoH265ScalingLists` structure pointed to by `pScalingLists` is interpreted as follows:
  ◦ `ScalingListDCCoef16x16` and `ScalingListDCCoef32x32` correspond to `scaling_list_dc_coef_minus8[0]` and `scaling_list_dc_coef_minus8[1]`, respectively, as defined in section 7.3.4 of the ITU-T H.265 Specification;
- if `flags.pps_palette_predictor_initializer_present_flag` is set, then the `PredictorPaletteEntries` member of the `StdVideoH265PredictorPaletteEntries` structure pointed to by `pPredictorPaletteEntries` is interpreted as defined in section 7.4.9.13 of the ITU-T H.265 Specification;
- all other members of `StdVideoH265PictureParameterSet` are interpreted as defined in section 7.4.3.3 of the ITU-T H.265 Specification.

When a video session parameters object is created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, the `VkVideoSessionParametersCreateInfoKHR`::`pNext` chain must include a `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure specifying the capacity and initial contents of the object.

The `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure is defined as:

```c
typedef struct VkVideoDecodeH265SessionParametersCreateInfoKHR {  
    VkStructureType sType;  
    const void* pNext;  
    uint32_t maxStdVPSCount;  
    uint32_t maxStdSPSCount;  
    uint32_t maxStdPPSCount;  
    const VkVideoDecodeH265SessionParametersAddInfoKHR* pParametersAddInfo;  
} VkVideoDecodeH265SessionParametersCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `maxStdVPSCount` is the maximum number of H.265 VPS entries the created `VkVideoSessionParametersKHR` can contain.
• `maxStdSPSCount` is the maximum number of H.265 SPS entries the created `VkVideoSessionParametersKHR` can contain.

• `maxStdPPSCount` is the maximum number of H.265 PPS entries the created `VkVideoSessionParametersKHR` can contain.

• `pParametersAddInfo` is NULL or a pointer to a `VkVideoDecodeH265SessionParametersAddInfoKHR` structure specifying H.265 parameters to add upon object creation.

**Valid Usage (Implicit)**

- VUID-VkVideoDecodeH265SessionParametersCreateInfoKHR-sType-sType
  sType must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_SESSION_PARAMETERS_CREATE_INFO_KHR`

- VUID-VkVideoDecodeH265SessionParametersCreateInfoKHR-pParametersAddInfo-parameter
  If `pParametersAddInfo` is not NULL, `pParametersAddInfo` must be a valid pointer to a valid `VkVideoDecodeH265SessionParametersAddInfoKHR` structure

The `VkVideoDecodeH265SessionParametersAddInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_h265
typedef struct VkVideoDecodeH265SessionParametersAddInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t stdVPSCount;
    const StdVideoH265VideoParameterSet* pStdVPSs;
    const StdVideoH265SequenceParameterSet* pStdSPSs;
    const StdVideoH265PictureParameterSet* pStdPPSs;
} VkVideoDecodeH265SessionParametersAddInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.

- `pNext` is NULL or a pointer to a structure extending this structure.

- `stdVPSCount` is the number of elements in the `pStdVPSs` array.

- `pStdVPSs` is a pointer to an array of `StdVideoH265VideoParameterSet` structures describing the H.265 VPS entries to add.

- `stdSPSCount` is the number of elements in the `pStdSPSs` array.

- `pStdSPSs` is a pointer to an array of `StdVideoH265SequenceParameterSet` structures describing the H.265 SPS entries to add.

- `stdPPSCount` is the number of elements in the `pStdPPSs` array.

- `pStdPPSs` is a pointer to an array of `StdVideoH265PictureParameterSet` structures describing the H.265 PPS entries to add.

This structure can be specified in the following places:
In the `pParametersAddInfo` member of the `VkVideoDecodeH265SessionParametersCreateInfoKHR` structure specified in the `pNext` chain of `VkVideoSessionParametersCreateInfoKHR` used to create a video session parameters object. In this case, if the video codec operation the video session parameters object is created with is `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then it defines the set of initial parameters to add to the created object (see Creating Video Session Parameters).

In the `pNext` chain of `VkVideoSessionParametersUpdateInfoKHR`. In this case, if the video codec operation the video session parameters object to be updated was created with is `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, then it defines the set of parameters to add to it (see Updating Video Session Parameters).

### Valid Usage

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-None-04833**
  The `vps_video_parameter_set_id` member of each `StdVideoH265VideoParameterSet` structure specified in the elements of `pStdVPSs` must be unique within `pStdVPSs`.

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-None-04834**
  The pair constructed from the `sps_video_parameter_set_id` and `sps_seq_parameter_set_id` members of each `StdVideoH265SequenceParameterSet` structure specified in the elements of `pStdSPSs` must be unique within `pStdSPSs`.

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-None-04835**
  The triplet constructed from the `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id` members of each `StdVideoH265PictureParameterSet` structure specified in the elements of `pStdPPSs` must be unique within `pStdPPSs`.

### Valid Usage (Implicit)

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-sType-sType**
  The `sType` must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_SESSION_PARAMETERS_ADD_INFO_KHR`.

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-pStdVPSs-parameter**
  If `stdVPSCount` is not 0, `pStdVPSs` must be a valid pointer to an array of `stdVPSCount` `StdVideoH265VideoParameterSet` values.

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-pStdSPSs-parameter**
  If `stdSPSCount` is not 0, `pStdSPSs` must be a valid pointer to an array of `stdSPSCount` `StdVideoH265SequenceParameterSet` values.

- **VUID-VkVideoDecodeH265SessionParametersAddInfoKHR-pStdPPSs-parameter**
  If `stdPPSCount` is not 0, `pStdPPSs` must be a valid pointer to an array of `stdPPSCount` `StdVideoH265PictureParameterSet` values.

### 37.13.6. H.265 Decoding Parameters

The `VkVideoDecodeH265PictureInfoKHR` structure is defined as:
typedef struct VkVideoDecodeH265PictureInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoDecodeH265PictureInfo* pStdPictureInfo;
    uint32_t sliceSegmentCount;
    const uint32_t* pSliceSegmentOffsets;
} VkVideoDecodeH265PictureInfoKHR;

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **pStdPictureInfo** is a pointer to a StdVideoDecodeH265PictureInfo structure specifying H.265 picture information.
• **sliceSegmentCount** is the number of elements in **pSliceSegmentOffsets**.
• **pSliceSegmentOffsets** is a pointer to an array of **sliceSegmentCount** offsets specifying the start offset of the slice segments of the picture within the video bitstream buffer range specified in VkVideoDecodeInfoKHR.

This structure is specified in the **pNext** chain of the VkVideoDecodeInfoKHR structure passed to vkCmdDecodeVideoKHR to specify the codec-specific picture information for an H.265 decode operation.

**Decode Output Picture Information**

When this structure is specified in the **pNext** chain of the VkVideoDecodeInfoKHR structure passed to vkCmdDecodeVideoKHR, the information related to the decode output picture is defined as follows:

- The image subregion used is determined according to the H.265 Decode Picture Data Access section.
- The decode output picture is associated with the H.265 picture information provided in **pStdPictureInfo**.

**Std Picture Information**
The members of the StdVideoDecodeH265PictureInfo structure pointed to by **pStdPictureInfo** are interpreted as follows:

- **reserved** is used only for padding purposes and is otherwise ignored;
- **flags.IrapPicFlag** as defined in section 3.73 of the ITU-T H.265 Specification;
- **flags.IdrPicFlag** as defined in section 3.67 of the ITU-T H.265 Specification;
- **flags.IsReference** as defined in section 3.132 of the ITU-T H.265 Specification;
- **sps_video_parameter_set_id**, **pps_seq_parameter_set_id**, and **pps_pic_parameter_set_id** are used to identify the active parameter sets, as described below;
- **PicOrderCntVal** as defined in section 8.3.1 of the ITU-T H.265 Specification;
- **NumBitsForSTRefPicSetInSlice** is the number of bits used in st_ref_pic_set when
short_term_ref_pic_set_sps_flag is 0, or 0 otherwise, as defined in sections 7.4.7 and 7.4.8 of the ITU-T H.265 Specification;

- NumDeltaPocsOfRefRpsIdx is the value of NumDeltaPocs[RefRpsIdx] when short_term_ref_pic_set_sps_flag is 1, or 0 otherwise, as defined in sections 7.4.7 and 7.4.8 of the ITU-T H.265 Specification;

- RefPicSetStCurrBefore, RefPicSetStCurrAfter, and RefPicSetLtCurr are interpreted as defined in section 8.3.2 of the ITU-T H.265 Specification where each element of these arrays either identifies an active reference picture using its DPB slot index or contains the value STD_VIDEO_H265_NO_REFERENCE_PICTURE to indicate “no reference picture”;

- all other members are interpreted as defined in section 8.3.2 of the ITU-T H.265 Specification.

Reference picture setup is controlled by the value of StdVideoDecodeH265PictureInfo::flags.IsReference. If it is set and a reconstructed picture is specified, then the latter is used as the target of picture reconstruction to activate the corresponding DPB slot. If StdVideoDecodeH265PictureInfo::flags.IsReference is not set, but a reconstructed picture is specified, then the corresponding picture reference associated with the DPB slot is invalidated, as described in the DPB Slot States section.

Active Parameter Sets

The members of the StdVideoDecodeH265PictureInfo structure pointed to by pStdPictureInfo are used to select the active parameter sets to use from the bound video session parameters object, as follows:

- The active VPS is the VPS identified by the key specified in StdVideoDecodeH265PictureInfo::sps_video_parameter_set_id.

- The active SPS is the SPS identified by the key specified by the pair constructed from StdVideoDecodeH265PictureInfo::sps_video_parameter_set_id and StdVideoDecodeH265PictureInfo::pps_seq_parameter_set_id.

- The active PPS is the PPS identified by the key specified by the triplet constructed from StdVideoDecodeH265PictureInfo::sps_video_parameter_set_id, StdVideoDecodeH265PictureInfo::pps_seq_parameter_set_id, and StdVideoDecodeH265PictureInfo::pps_pic_parameter_set_id.

Valid Usage (Implicit)

- VUID-VkVideoDecodeH265PictureInfoKHR-sType-sType sType must be VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_PICTURE_INFO_KHR

- VUID-VkVideoDecodeH265PictureInfoKHR-pStdPictureInfo-parameter pStdPictureInfo must be a valid pointer to a valid StdVideoDecodeH265PictureInfo value

- VUID-VkVideoDecodeH265PictureInfoKHR-pSliceSegmentOffsets-parameter pSliceSegmentOffsets must be a valid pointer to an array of sliceSegmentCount uint32_t values

- VUID-VkVideoDecodeH265PictureInfoKHR-sliceSegmentCount-arraylength sliceSegmentCount must be greater than 0
The VkVideoDecodeH265DpbSlotInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_decode_h265
typedef struct VkVideoDecodeH265DpbSlotInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoDecodeH265ReferenceInfo* pStdReferenceInfo;
} VkVideoDecodeH265DpbSlotInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pStdReferenceInfo** is a pointer to a StdVideoDecodeH265ReferenceInfo structure specifying reference picture information described in section 8.3 of the ITU-T H.265 Specification.

This structure is specified in the `pNext` chain of VkVideoDecodeInfoKHR::pSetupReferenceSlot, if not NULL, and the pNext chain of the elements of VkVideoDecodeInfoKHR::pReferenceSlots to specify the codec-specific reference picture information for an H.265 decode operation.

### Active Reference Picture Information

When this structure is specified in the `pNext` chain of the elements of VkVideoDecodeInfoKHR::pReferenceSlots, one element is added to the list of active reference pictures used by the video decode operation for each element of VkVideoDecodeInfoKHR::pReferenceSlots as follows:

- The image subregion used is determined according to the H.265 Decode Picture Data Access section.
- The reference picture is associated with the DPB slot index specified in the slotIndex member of the corresponding element of VkVideoDecodeInfoKHR::pReferenceSlots.
- The reference picture is associated with the H.265 reference information provided in pStdReferenceInfo.

### Reconstructed Picture Information

When this structure is specified in the `pNext` chain of VkVideoDecodeInfoKHR::pSetupReferenceSlot, the information related to the reconstructed picture is defined as follows:

- The image subregion used is determined according to the H.265 Decode Picture Data Access section.
- If reference picture setup is requested, then the reconstructed picture is used to activate the DPB slot with the index specified in VkVideoDecodeInfoKHR::pSetupReferenceSlot->slotIndex.
- The reconstructed picture is associated with the H.265 reference information provided in pStdReferenceInfo.

### Std Reference Information

The members of the StdVideoDecodeH265ReferenceInfo structure pointed to by pStdReferenceInfo are interpreted as follows:
• `flags.used_for_long_term_reference` is used to indicate whether the picture is marked as “used for long-term reference” as defined in section 8.3.2 of the ITU-T H.265 Specification;
• `flags.unused_for_reference` is used to indicate whether the picture is marked as “unused for reference” as defined in section 8.3.2 of the ITU-T H.265 Specification;
• all other members are interpreted as defined in section 8.3 of the ITU-T H.265 Specification.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeH265DpbSlotInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_DPB_SLOT_INFO_KHR`
- VUID-VkVideoDecodeH265DpbSlotInfoKHR-pStdReferenceInfo-parameter
  `pStdReferenceInfo` must be a valid pointer to a valid `StdVideoDecodeH265ReferenceInfo` value

### 37.13.7. H.265 Decode Requirements

This section describes the **required** H.265 decoding capabilities for physical devices that have at least one queue family that supports the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR`, as returned by `vkGetPhysicalDeviceQueueFamilyProperties2` in `VkQueueFamilyVideoPropertiesKHR::videoCodecOperations`.

<table>
<thead>
<tr>
<th>Video Std Header Name</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>vulkan_video_codec_h265std_decode</td>
<td>1.0.0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Video Capability</th>
<th>Requirement</th>
<th>Requirement Type¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>VkVideoCapabilitiesKHR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>minBitstreamBufferOffsetAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>minBitstreamBufferSizeAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>pictureAccessGranularity</td>
<td>(64,64)</td>
<td>max</td>
</tr>
<tr>
<td>minCodedExtent</td>
<td>-</td>
<td>max</td>
</tr>
<tr>
<td>maxCodedExtent</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxDpbSlots</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxActiveReferencePictures</td>
<td>0</td>
<td>min</td>
</tr>
</tbody>
</table>

<p>| VkVideoDecodeCapabilitiesKHR              |             |                   |</p>
<table>
<thead>
<tr>
<th>Video Capability</th>
<th>Requirement</th>
<th>Requirement Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>flags</td>
<td>VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR or VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR</td>
<td>min</td>
</tr>
</tbody>
</table>

VkVideoDecodeH265CapabilitiesKHR

maxLevelIdc   | STD_VIDEO_H265_LEVEL_IDC_1_0  | min              |

1

The **Requirement Type** column specifies the requirement is either the minimum value all implementations **must** support, the maximum value all implementations **must** support, or the exact value all implementations **must** support. For bitmasks a minimum value is the least bits all implementations **must** set, but they **may** have additional bits set beyond this minimum.

### 37.14. AV1 Decode Operations

Video decode operations using an AV1 decode profile **can** be used to decode elementary video stream sequences compliant with the AV1 Specification.

![Note](image)

Refer to the Preamble for information on how the Khronos Intellectual Property Rights Policy relates to normative references to external materials not created by Khronos.

This process is performed according to the **video decode operation steps** with the codec-specific semantics defined in section 7 of the AV1 Specification:

- Syntax elements, derived values, and other parameters are applied from the following structures:
  - The StdVideoAV1SequenceHeader structure stored in the bound video session parameters object specifying the active sequence header.
  - The StdVideoDecodeAV1PictureInfo structure specifying the AV1 picture information.
  - The StdVideoDecodeAV1ReferenceInfo structures specifying the AV1 reference information corresponding to the optional reconstructed picture and any active reference pictures.

- The contents of the provided video bitstream buffer range are interpreted as defined in the AV1 Decode Bitstream Data Access section.

- Picture data in the video picture resources corresponding to the used active reference pictures, decode output picture, and optional reconstructed picture is accessed as defined in the AV1 Decode Picture Data Access section.

- The decision on reference picture setup is made according to the parameters specified in the AV1 picture information.
If the parameters and the bitstream adhere to the syntactic and semantic requirements defined in the corresponding sections of the AV1 Specification, as described above, and the DPB slots associated with the active reference pictures all refer to valid picture references, then the video decode operation will complete successfully. Otherwise, the video decode operation may complete unsuccessfully.

### 37.14.1. AV1 Decode Bitstream Data Access

The video bitstream buffer range should contain one or more frame OBUs, comprised of a frame header OBU and tile group OBU, that together represent an entire frame, as defined in sections 5.10, 5.9, and 5.11, and this data is interpreted as defined in sections 6.9, 6.8, and 6.10 of the AV1 Specification, respectively.

The offset specified in VkVideoDecodeAV1PictureInfoKHR:frameHeaderOffset should specify the starting offset of the frame header OBU of the frame.

**Note**

When the tiles of the frame are encoded into multiple tile groups, each frame OBU has a separate frame header OBU but their content is expected to match per the requirements of the AV1 Specification. Accordingly, the offset specified in frameHeaderOffset can be the offset of any of the otherwise identical frame header OBUs when multiple tile groups are present.

The offsets and sizes provided in VkVideoDecodeAV1PictureInfoKHR::pTileOffsets and VkVideoDecodeAV1PictureInfoKHR::pTileSizes, respectively, should specify the starting offsets and sizes corresponding to each tile within the video bitstream buffer range.

### 37.14.2. AV1 Decode Picture Data Access

Accesses to image data within a video picture resource happen at the granularity indicated by VkVideoCapabilitiesKHR::pictureAccessGranularity, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile. Accordingly, the complete image subregion of a decode output picture, reference picture, or reconstructed picture accessed by video coding operations using an AV1 decode profile is defined as the set of texels within the coordinate range:

\[ ([0, endX], [0, endY]) \]

Where:

- endX equals codedExtent.width rounded up to the nearest integer multiple of pictureAccessGranularity.width and clamped to the width of the image subresource referred to by the corresponding VkVideoPictureResourceInfoKHR structure;
- endY equals codedExtent.height rounded up to the nearest integer multiple of pictureAccessGranularity.height and clamped to the height of the image subresource referred to by the corresponding VkVideoPictureResourceInfoKHR structure;
Where `codedExtent` is the member of the `VkVideoPictureResourceInfoKHR` structure corresponding to the picture.

In case of video decode operations using an AV1 decode profile, any access to a picture at the coordinates \((x, y)\), as defined by the AV1 Specification, is an access to the image subresource referred to by the corresponding `VkVideoPictureResourceInfoKHR` structure at the texel coordinates \((x, y)\).

### 37.14.3. AV1 Reference Names and Semantics

Individual reference frames used in the decoding process have different semantics, as defined in section 6.10.24 of the AV1 Specification. The AV1 semantics associated with a reference picture are indicated by the corresponding enumeration constant defined in the Video Std enumeration type `StdVideoAV1ReferenceName`:

- `STD_VIDEO_AV1_REFERENCE_NAME_INTRA_FRAME` identifies the reference used for intra coding (`INTRA_FRAME`), as defined in sections 2 and 7.11.2 of the AV1 Specification.
- All other enumeration constants refer to forward or backward references used for inter coding, as defined in sections 2 and 7.11.3 of the AV1 Specification:
  - `STD_VIDEO_AV1_REFERENCE_NAME_LAST_FRAME` identifies the `LAST_FRAME` reference
  - `STD_VIDEO_AV1_REFERENCE_NAME_LAST2_FRAME` identifies the `LAST2_FRAME` reference
  - `STD_VIDEO_AV1_REFERENCE_NAME_LAST3_FRAME` identifies the `LAST3_FRAME` reference
  - `STD_VIDEO_AV1_REFERENCE_NAME_GOLDEN_FRAME` identifies the `GOLDEN_FRAME` reference
  - `STD_VIDEO_AV1_REFERENCE_NAME_BWDREF_FRAME` identifies the `BWDREF_Frame` reference
  - `STD_VIDEO_AV1_REFERENCE_NAME_ALTREF2_FRAME` identifies the `ALTREF2_FRAME` reference
  - `STD_VIDEO_AV1_REFERENCE_NAME_ALTREF_FRAME` identifies the `ALTREF_FRAME` reference

These enumeration constants are not directly used in any APIs but are used to indirectly index into certain Video Std and Vulkan API parameter arrays.

### 37.14.4. AV1 Decode Profile

A video profile supporting AV1 video decode operations is specified by setting `VkVideoProfileInfoKHR::videoCodecOperation` to ` VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR` and adding a `VkVideoDecodeAV1ProfileInfoKHR` structure to the `VkVideoProfileInfoKHR::pNext` chain.

The `VkVideoDecodeAV1ProfileInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_av1
typedef struct VkVideoDecodeAV1ProfileInfoKHR {
    VkStructureType sType;
    const void* pNext;
    StdVideoAV1Profile stdProfile;
    VkBool32 filmGrainSupport;
} VkVideoDecodeAV1ProfileInfoKHR;
```
• **sType** is a `VkStructureType` value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **stdProfile** is a `StdVideoAV1Profile` value specifying the AV1 codec profile, as defined in section A.2 of the AV1 Specification.
• **filmGrainSupport** specifies whether AV1 film grain, as defined in section 7.8.3 of the AV1 Specification, can be used with the video profile. When this member is set to `VK_TRUE`, video session objects created against the video profile will be able to decode pictures that have film grain enabled.

**Note**
Enabling **filmGrainSupport** may increase the memory requirements of video sessions and/or video picture resources on some implementations.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeAV1ProfileInfoKHR-sType-sType
  
  **sType** must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_PROFILE_INFO_KHR`

### 37.14.5. AV1 Decode Capabilities

When calling `vkGetPhysicalDeviceVideoCapabilitiesKHR` to query the capabilities for an AV1 decode profile, the `VkVideoCapabilitiesKHR::pNext` chain must include a `VkVideoDecodeAV1CapabilitiesKHR` structure that will be filled with the profile-specific capabilities.

The `VkVideoDecodeAV1CapabilitiesKHR` structure is defined as:

```
// Provided by VK_KHR_video_decode_av1
typedef struct VkVideoDecodeAV1CapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    StdVideoAV1Level maxLevel;
} VkVideoDecodeAV1CapabilitiesKHR;
```

• **sType** is a `VkStructureType` value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **maxLevel** is a `StdVideoAV1Level` value specifying the maximum AV1 level supported by the profile, as defined in section A.3 of the AV1 Specification.

### Valid Usage (Implicit)

- VUID-VkVideoDecodeAV1CapabilitiesKHR-sType-sType
  
  **sType** must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_CAPABILITIES_KHR`
37.14.6. AV1 Decode Parameter Sets

Video session parameters objects created with the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR` contain a single instance of the following parameter set:

**AV1 Sequence Header**

Represented by `StdVideoAV1SequenceHeader` structures and interpreted as follows:

- `flags.reserved` and `reserved1` are used only for padding purposes and are otherwise ignored;
- the `StdVideoAV1ColorConfig` structure pointed to by `pColorConfig` is interpreted as follows:
  - `flags.reserved` and `reserved1` are used only for padding purposes and are otherwise ignored;
  - all other members of `StdVideoAV1ColorConfig` are interpreted as defined in section 6.4.2 of the AV1 Specification;
- if `flags.timing_info_present_flag` is set, then the `StdVideoAV1TimingInfo` structure pointed to by `pTimingInfo` is interpreted as follows:
  - `flags.reserved` is used only for padding purposes and is otherwise ignored;
  - all other members of `StdVideoAV1TimingInfo` are interpreted as defined in section 6.4.3 of the AV1 Specification;
- all other members of `StdVideoAV1SequenceHeader` are interpreted as defined in section 6.4 of the AV1 Specification.

When a video session parameters object is created with the codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, the `VkVideoSessionParametersCreateInfoKHR`::`pNext` chain must include a `VkVideoDecodeAV1SessionParametersCreateInfoKHR` structure specifying the contents of the object.

The `VkVideoDecodeAV1SessionParametersCreateInfoKHR` structure is defined as:

```
// Provided by VK_KHR_video_decode_av1
typedef struct VkVideoDecodeAV1SessionParametersCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoAV1SequenceHeader* pStdSequenceHeader;
} VkVideoDecodeAV1SessionParametersCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `pStdSequenceHeader` is a pointer to a `StdVideoAV1SequenceHeader` structure describing the AV1 sequence header entry to store in the created object.

**Note**
As AV1 video session parameters objects will only ever contain a single AV1 sequence header, this has to be specified at object creation time and such video session parameters objects cannot be updated using the `vkUpdateVideoSessionParametersKHR` command. When a new AV1 sequence header is decoded from the input video bitstream the application needs to create a new video session parameters object to store it.

### Valid Usage (Implicit)

- **VUID-VkVideoDecodeAV1SessionParametersCreateInfoKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_SESSION_PARAMETERS_CREATE_INFO_KHR`

- **VUID-VkVideoDecodeAV1SessionParametersCreateInfoKHR-pStdSequenceHeader-parameter**
  - `pStdSequenceHeader` must be a valid pointer to a valid `StdVideoAV1SequenceHeader` value

### 37.14.7. AV1 Decoding Parameters

The `VkVideoDecodeAV1PictureInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_av1
typedef struct VkVideoDecodeAV1PictureInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoDecodeAV1PictureInfo* pStdPictureInfo;
    int32_t referenceNameSlotIndices[
        VK_MAX_VIDEO_AV1_REFERENCES_PER_FRAME_KHR];
    uint32_t frameHeaderOffset;
    uint32_t tileCount;
    const uint32_t* pTileOffsets;
    const uint32_t* pTileSizes;
} VkVideoDecodeAV1PictureInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pStdPictureInfo` is a pointer to a `StdVideoDecodeAV1PictureInfo` structure specifying AV1 picture information.
- `referenceNameSlotIndices` is an array of seven (`VK_MAX_VIDEO_AV1_REFERENCES_PER_FRAME_KHR`, which is equal to the Video Std definition `STD_VIDEO_AV1_REFS_PER_FRAME`) signed integer values specifying the index of the DPB slot or a negative integer value for each AV1 reference name used for inter coding. In particular, the DPB slot index for the AV1 reference name `frame` is specified in `referenceNameSlotIndices[frame - STD_VIDEO_AV1_REFERENCE_NAME_LAST_FRAME]`.
- `frameHeaderOffset` is the byte offset of the AV1 frame header OBU, as defined in section 5.9 of the AV1 Specification, within the video bitstream buffer range specified in `VkVideoDecodeInfoKHR`.
- `tileCount` is the number of elements in `pTileOffsets` and `pTileSizes`. 
• \(pTileOffsets\) is a pointer to an array of \(tileCount\) integers specifying the byte offset of the tiles of the picture within the video bitstream buffer range specified in \(VkVideoDecodeInfoKHR\).

• \(pTileSizes\) is a pointer to an array of \(tileCount\) integers specifying the byte size of the tiles of the picture within the video bitstream buffer range specified in \(VkVideoDecodeInfoKHR\).

This structure is specified in the \(pNext\) chain of the \(VkVideoDecodeInfoKHR\) structure passed to \(vkCmdDecodeVideoKHR\) to specify the codec-specific picture information for an AV1 decode operation.

**Decode Output Picture Information**

When this structure is specified in the \(pNext\) chain of the \(VkVideoDecodeInfoKHR\) structure passed to \(vkCmdDecodeVideoKHR\), the information related to the decode output picture is defined as follows:

• The image subregion used is determined according to the AV1 Decode Picture Data Access section.

• The decode output picture is associated with the AV1 picture information provided in \(pStdPictureInfo\).

**Std Picture Information**

The members of the \(StdVideoDecodeAV1PictureInfo\) structure pointed to by \(pStdPictureInfo\) are interpreted as follows:

• \(flags.reserved, reserved1,\) and \(reserved2\) are used only for padding purposes and are otherwise ignored;

• \(flags.apply_grain\) indicates that film grain is enabled for the decoded picture, as defined in section 6.8.20 of the AV1 Specification;

• \(tg_start\) and \(tg_end\) are interpreted as defined in section 6.10.1 of the AV1 Specification;

• \(OrderHint, OrderHints,\) and \(expectedFrameId\) are interpreted as defined in section 6.8.2 of the AV1 Specification;

• the \(StdVideoAV1TileInfo\) structure pointed to by \(pTileInfo\) is interpreted as follows:
  - \(flags.reserved\) and \(reserved1\) are used only for padding purposes and are otherwise ignored;
  - \(pMiColStarts\) is a pointer to an array of \(TileCols\) number of unsigned integers that corresponds to \(MiColStarts\) defined in section 6.8.14 of the AV1 Specification;
  - \(pMiRowStarts\) is a pointer to an array of \(TileRows\) number of unsigned integers that corresponds to \(MiRowStarts\) defined in section 6.8.14 of the AV1 Specification;
  - \(pWidthInSbsMinus1\) is a pointer to an array of \(TileCols\) number of unsigned integers that corresponds to \(width_in_sbs_minus_1\) defined in section 6.8.14 of the AV1 Specification;
  - \(pHeightInSbsMinus1\) is a pointer to an array of \(TileRows\) number of unsigned integers that corresponds to \(height_in_sbs_minus_1\) defined in section 6.8.14 of the AV1 Specification;
  - all other members of \(StdVideoAV1TileInfo\) are interpreted as defined in section 6.8.14 of the AV1 Specification;
• the `StdVideoAV1Quantization` structure pointed to by `pQuantization` is interpreted as follows:
  ◦ `flags.reserved` is used only for padding purposes and is otherwise ignored;
  ◦ all other members of `StdVideoAV1Quantization` are interpreted as defined in section 6.8.11 of the AV1 Specification;

• if `flags.segmentation_enabled` is set, then the `StdVideoAV1Segmentation` structure pointed to by `pSegmentation` is interpreted as follows:
  ◦ the elements of `FeatureEnabled` are bitmasks where bit index `j` of element `i` corresponds to `FeatureEnabled[i][j]` as defined in section 6.8.13 of the AV1 Specification;
  ◦ `FeatureData` is interpreted as defined in section 6.8.13 of the AV1 Specification;

• the `StdVideoAV1LoopFilter` structure pointed to by `pLoopFilter` is interpreted as follows:
  ◦ `flags.reserved` is used only for padding purposes and is otherwise ignored;
  ◦ `update_ref_delta` is a bitmask where bit index `i` is interpreted as the value of `update_ref_delta` corresponding to element `i` of `loop_filter_ref_deltas` as defined in section 6.8.10 of the AV1 Specification;
  ◦ `update_mode_delta` is a bitmask where bit index `i` is interpreted as the value of `update_mode_delta` corresponding to element `i` of `loop_filter_mode_deltas` as defined in section 6.8.10 of the AV1 Specification;
  ◦ all other members of `StdVideoAV1LoopFilter` are interpreted as defined in section 6.8.10 of the AV1 Specification;

• if `flags.enable_cdef` is set in the active sequence header, then the members of the `StdVideoAV1CDEF` structure pointed to by `pCDEF` are interpreted as follows:
  ◦ `cdef_y_sec_strength` and `cdef_uv_sec_strength` are the bitstream values of the corresponding syntax elements defined in section 5.9.19 of the AV1 Specification;
  ◦ all other members of `StdVideoAV1CDEF` are interpreted as defined in section 6.10.14 of the AV1 Specification;

• the `StdVideoAV1LoopRestoration` structure pointed to by `pLoopRestoration` is interpreted as follows:
  ◦ `LoopRestorationSize[plane]` is interpreted as `log2(size) - 5`, where `size` is the value of `LoopRestorationSize[plane]` as defined in section 6.10.15 of the AV1 Specification.
  ◦ all other members of `StdVideoAV1LoopRestoration` are defined as in section 6.10.15 of the AV1 Specification;

• the members of the `StdVideoAV1GlobalMotion` structure provided in `global_motion` are interpreted as defined in section 7.10 of the AV1 Specification;

• if `flags.film_grain_params_present` is set in the active sequence header, then the `StdVideoAV1FilmGrain` structure pointed to by `pFilmGrain` is interpreted as follows:
  ◦ `flags.reserved` is used only for padding purposes and is otherwise ignored;
  ◦ all other members of `StdVideoAV1FilmGrain` are interpreted as defined in section 6.8.20 of the AV1 Specification;

• all other members are interpreted as defined in section 6.8 of the AV1 Specification.
When film grain is enabled for the decoded frame, the `flags.update_grain` and `film_grain_params_ref_idx` values specified in `StdVideoAV1FilmGrain` are ignored by AV1 decode operations and the `load_grain_params` function, as defined in section 6.8.20 of the AV1 Specification, is not executed. Instead, the application is responsible for specifying the effective film grain parameters for the frame in `StdVideoAV1FilmGrain`.

When film grain is enabled for the decoded frame, the application is required to specify a different decode output picture resource in `VkVideoDecodeInfoKHR::dstPictureResource` compared to the reconstructed picture specified in `VkVideoDecodeInfoKHR::pSetupReferenceSlot->pPictureResource` even if the implementation does not report support for `VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR` in `VkVideoDecodeCapabilitiesKHR::flags` for the video decode profile.

Reference picture setup is controlled by the value of `StdVideoDecodeAV1PictureInfo::refresh_frame_flags`. If it is not zero and a reconstructed picture is specified, then the latter is used as the target of picture reconstruction to activate the DPB slot specified in `pDecodeInfo->pSetupReferenceSlot->slotIndex`. If `StdVideoDecodeAV1PictureInfo::refresh_frame_flags` is zero, but a reconstructed picture is specified, then the corresponding picture reference associated with the DPB slot is invalidated, as described in the DPB Slot States section.

### Active Parameter Sets

The active sequence header is the AV1 sequence header stored in the bound video session parameters object.

---

**Valid Usage (Implicit)**

- **VUID-VkVideoDecodeAV1PictureInfoKHR-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_PICTURE_INFO_KHR`

- **VUID-VkVideoDecodeAV1PictureInfoKHR-pStdPictureInfo-parameter**
  
  `pStdPictureInfo` must be a valid pointer to a valid `StdVideoDecodeAV1PictureInfo` value

- **VUID-VkVideoDecodeAV1PictureInfoKHR-pTileOffsets-parameter**
  
  `pTileOffsets` must be a valid pointer to an array of `tileCount uint32_t` values

- **VUID-VkVideoDecodeAV1PictureInfoKHR-pTileSizes-parameter**
  
  `pTileSizes` must be a valid pointer to an array of `tileCount uint32_t` values

- **VUID-VkVideoDecodeAV1PictureInfoKHR-tileCount-arraylength**
  
  `tileCount` must be greater than 0

---

The `VkVideoDecodeAV1DpbSlotInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_decode_av1
typedef struct VkVideoDecodeAV1DpbSlotInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoDecodeAV1ReferenceInfo* pStdReferenceInfo;
} VkVideoDecodeAV1DpbSlotInfoKHR;
```
• **sType** is a `VkStructureType` value identifying this structure.

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

• **pStdReferenceInfo** is a pointer to a `StdVideoDecodeAV1ReferenceInfo` structure specifying AV1 reference information.

This structure is specified in the **pNext** chain of `VkVideoDecodeInfoKHR::pSetupReferenceSlot`, if not NULL, and the **pNext** chain of the elements of `VkVideoDecodeInfoKHR::pReferenceSlots` to specify the codec-specific reference picture information for an AV1 decode operation.

**Active Reference Picture Information**

When this structure is specified in the **pNext** chain of the elements of `VkVideoDecodeInfoKHR::pReferenceSlots`, one element is added to the list of active reference pictures used by the video decode operation for each element of `VkVideoDecodeInfoKHR::pReferenceSlots` as follows:

• The image subregion used is determined according to the AV1 Decode Picture Data Access section.

• The reference picture is associated with the DPB slot index specified in the `slotIndex` member of the corresponding element of `VkVideoDecodeInfoKHR::pReferenceSlots`.

• The reference picture is associated with the AV1 reference information provided in `pStdReferenceInfo`.

**Reconstructed Picture Information**

When this structure is specified in the **pNext** chain of `VkVideoDecodeInfoKHR::pSetupReferenceSlot`, the information related to the reconstructed picture is defined as follows:

• The image subregion used is determined according to the reconstructed picture is defined as follows:

• If reference picture setup is requested, then the reconstructed picture is used to activate the DPB slot with the index specified in `VkVideoDecodeInfoKHR::pSetupReferenceSlot->slotIndex`.

• The reconstructed picture is associated with the AV1 reference information provided in `pStdReferenceInfo`.

**Std Reference Information**

The members of the `StdVideoDecodeAV1ReferenceInfo` structure pointed to by `pStdReferenceInfo` are interpreted as follows:

• `flags.reserved` and `reserved1` are used only for padding purposes and are otherwise ignored;

• `flags.disable_frame_end_update_cdf` is interpreted as defined in section 6.8.2 of the AV1 Specification;

• `flags.segmentation_enabled` is interpreted as defined in section 6.8.13 of the AV1 Specification;

• `frame_type` is interpreted as defined in section 6.8.2 of the AV1 Specification;

• `RefFrameSignBias` is a bitmask where bit index i corresponds to `RefFrameSignBias[i]` as defined in section 6.8.2 of the AV1 Specification;
• **OrderHint** is interpreted as defined in section 6.8.2 of the [AV1 Specification](#);
• **SavedOrderHints** is interpreted as defined in section 7.20 of the [AV1 Specification](#).

**Note**

When the AV1 reference information is provided for the reconstructed picture, certain parameters (e.g. `frame_type`) are specified both in the AV1 picture information and in the AV1 reference information. This is necessary because unlike the AV1 picture information, which is only used for the purposes of the video decode operation in question, the AV1 reference information specified for the reconstructed picture may be associated with the activated DPB slot, meaning that some implementations may maintain it as part of the reference picture metadata corresponding to the video picture resource associated with the DPB slot. When the AV1 reference information is provided for an active reference picture, the specified parameters correspond to the parameters specified when the DPB slot was activated (set up) with the reference picture, as usual, in order to communicate these parameters for implementations that do not maintain any subset of these parameters as part of the DPB slot's reference picture metadata.

**Valid Usage (Implicit)**

• VUID-VkVideoDecodeAV1DpbSlotInfoKHR-sType-sType
  
  *sType* must be `VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_DPB_SLOT_INFO_KHR`

• VUID-VkVideoDecodeAV1DpbSlotInfoKHR-pStdReferenceInfo-parameter
  
  *pStdReferenceInfo* must be a valid pointer to a valid `StdVideoDecodeAV1ReferenceInfo` value

### 37.14.8. AV1 Decode Requirements

This section describes the required AV1 decoding capabilities for physical devices that have at least one queue family that supports the video codec operation `VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR`, as returned by `vkGetPhysicalDeviceQueueFamilyProperties2` in `VkQueueFamilyVideoPropertiesKHR::videoCodecOperations`.

**Table 43. Required Video Std Header Versions**

<table>
<thead>
<tr>
<th>Video Std Header Name</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>vulkan_video_codec_av1std_decode</code></td>
<td>1.0.0</td>
</tr>
</tbody>
</table>

**Table 44. Required Video Capabilities**

| Video Capability | Requirement | Requirement Type
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VkVideoCapabilitiesKHR</code></td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td><code>flags</code></td>
<td>-</td>
<td>min</td>
</tr>
</tbody>
</table>
### Video Capability

<table>
<thead>
<tr>
<th>Requirement Type</th>
<th>Requirement Type Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>minBitstreamBufferOffsetAlignment</td>
<td>4096</td>
</tr>
<tr>
<td>minBitstreamBufferSizeAlignment</td>
<td>4096</td>
</tr>
<tr>
<td>pictureAccessGranularity</td>
<td>(64,64)</td>
</tr>
<tr>
<td>minCodedExtent</td>
<td>-</td>
</tr>
<tr>
<td>maxCodedExtent</td>
<td>-</td>
</tr>
<tr>
<td>maxDpbSlots</td>
<td>0</td>
</tr>
<tr>
<td>maxActiveReferencePictures</td>
<td>0</td>
</tr>
</tbody>
</table>

#### VkVideoDecodeCapabilitiesKHR

| flags | VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_COINCIDE_BIT_KHR or VK_VIDEO_DECODE_CAPABILITY_DPB_AND_OUTPUT_DISTINCT_BIT_KHR | min |

#### VkVideoDecodeAV1CapabilitiesKHR

| maxLevel | STD_VIDEO_AV1_LEVEL_2_0 | min |

1

The **Requirement Type** column specifies the requirement is either the minimum value all implementations **must** support, the maximum value all implementations **must** support, or the exact value all implementations **must** support. For bitmasks a minimum value is the least bits all implementations **must** set, but they **may** have additional bits set beyond this minimum.

### 37.15. Video Encode Operations

Video encode operations consume an **encode input picture** and zero or more reference pictures, and produce compressed video data to a video bitstream buffer and an optional **reconstructed picture**.

**Note**

Such encode input pictures can be used as the **output** of video decode operations, with graphics or compute operations, or with Window System Integration APIs, depending on the capabilities of the implementation.

Video encode operations **may** access the following resources in the **VK_PIPELINE_STAGE_2_VIDEO.Encode_BIT_KHR** stage:

- The image subregions corresponding to the source **encode input picture** and active reference pictures with access **VK_ACCESS_2_VIDEO.Encode_READ_BIT_KHR**.
- The destination video bitstream buffer range and the optional **reconstructed picture** with access **VK_ACCESS_2_VIDEO.Encode_WRITE_BIT_KHR**.
The image subresource of each video picture resource accessed by the video encode operation is specified using a corresponding VkVideoPictureResourceInfoKHR structure. Each such image subresource must be in the appropriate image layout as follows:

- If the image subresource is used in the video encode operation as an encode input picture, then it must be in the VK_IMAGE_LAYOUT_VIDEO_ENCODE_SRC_KHR layout.
- If the image subresource is used in the video encode operation as a reconstructed picture or reference picture, then it must be in the VK_IMAGE_LAYOUT_VIDEO_ENCODE_DPB_KHR layout.

A video encode operation may complete unsuccessfully. In this case the target video bitstream buffer will have undefined contents. Similarly, if reference picture setup is requested, the reconstructed-picture will also have undefined contents, and the activated DPB slot will have an invalid picture reference.

If a video encode operation completes successfully and the codec-specific parameters provided by the application adhere to the syntactic and semantic requirements defined in the corresponding video compression standard, then the target video bitstream buffer will contain compressed video data after the execution of the video encode operation according to the respective codec-specific semantics.

### 37.15.1. Codec-Specific Semantics

The following aspects of video encode operations are codec-specific:

- The compressed video data written to the target video bitstream buffer range.
- The construction and interpretation of the list of active reference pictures and the interpretation of the picture data referred to by the corresponding image subregions.
- The construction and interpretation of information related to the encode input picture and the interpretation of the picture data referred to by the corresponding image subregion.
- The decision on reference picture setup.
- The construction and interpretation of information related to the optional reconstructed picture and the generation of picture data to the corresponding image subregion.
- Certain aspects of rate control.

These codec-specific behaviors are defined for each video codec operation separately.

- If the used video codec operation is VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the codec-specific aspects of the video encoding process are performed as defined in the H.264 Encode Operations section.
- If the used video codec operation is VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the codec-specific aspects of the video encoding process are performed as defined in the H.265 Encode Operations section.

### Video Encode Parameter Overrides

Implementations supporting video encode operations for any particular video codec operation often support only a subset of the available encoding tools defined by the corresponding video codec.
compression standards. Accordingly, certain implementation-dependent limitations may apply to codec-specific parameters provided through the structures defined in the Video Std headers corresponding to the used video codec operation.

Exposing all of these restrictions on particular codec-specific parameter values or combinations thereof in the form of application-queryable capabilities is impractical, hence this specification allows implementations to override the value of any of the codec-specific parameters, unless otherwise specified, as long as all of the following conditions are met:

- If the application-provided codec-specific parameters adhere to the syntactic and semantic requirements and rules defined by the used video compression standard, and thus would be usable to produce a video bitstream compliant with that standard, then the codec-specific parameters resulting from the process of implementation overrides must also adhere to the same requirements and rules, and any video bitstream produced using the overridden parameters must also be compliant.

- The overridden codec-specific parameter values must not have an impact on the codec-independent behaviors defined for video encode operations.

- The implementation must not override any codec-specific parameters specified to a command that may cause application-provided codec-specific parameters specified to subsequent commands to no longer adhere to the semantic requirements and rules defined by the used video compression standard, unless the implementation also overrides those parameters to adhere to any such requirements and rules.

- The overridden codec-specific parameter values must not have an impact on the codec-specific picture data access semantics.

- The overridden codec-specific parameter values may change the contents of the codec-specific bitstream elements produced by video encode operations or otherwise retrieved by the application (e.g. using the vkGetEncodedVideoSessionParametersKHR command) but must still adhere to the codec-specific semantics defined for that video codec operation, including, but not limited to, the number, type, and order of the encoded codec-specific bitstream elements.

Besides codec-specific parameter overrides performed for implementation-dependent reasons, applications can enable the implementation to apply additional optimizing overrides that may improve the efficiency or performance of video encoding operations. However, implementations must meet the conditions listed above even in case of such optimizing overrides.

```
Note

Unless the application opts in for optimizing overrides, implementations are not expected to override any of the codec-specific parameters, except when such overrides are necessary for the correct operation of video encoder implementation due to limitations to the available encoding tools on that implementation.
```

### 37.15.2. Video Encode Operation Steps

Each video encode operation performs the following steps in the VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR stage:

1. Reads the input picture data from the encode input picture;
2. Determine derived encoding quality parameters according to the \textit{codec-specific semantics} and the current \textit{rate control} state;

3. Compresses the input picture data according to the \textit{codec-specific semantics}, applying any prediction data read from the \textit{active reference pictures} and rate control restrictions in the process;

4. Writes the encoded bitstream data to the destination video bitstream buffer range;

5. Performs picture reconstruction of the encoded video data according to the \textit{codec-specific semantics}, applying any prediction data read from the \textit{active reference pictures} in the process, if a reconstructed picture is specified and \textit{reference picture setup} is requested;

6. If \textit{reference picture setup} is requested, the DPB slot index specified in the reconstructed picture information is activated with the reconstructed picture;

7. Writes the reconstructed picture data to the reconstructed picture, if one is specified, according to the \textit{codec-specific semantics}.

When reconstructed picture information is provided, the specified DPB slot index is associated with the corresponding bound reference picture resource, indifferent of whether \textit{reference picture setup} is requested.

\textbf{37.15.3. Capabilities}

When calling \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} with \texttt{pVideoProfile->videoCodecOperation} specifying an encode operation, the \texttt{VkVideoEncodeCapabilitiesKHR} structure must be included in the \texttt{pNext} chain of the \texttt{VkVideoCapabilitiesKHR} structure to retrieve capabilities specific to video encoding.

The \texttt{VkVideoEncodeCapabilitiesKHR} structure is defined as:

```
// Provided by VK_KHR_video_encode_queue
typedef struct VkVideoEncodeCapabilitiesKHR {
  VkStructureType sType;
  void* pNext;
  VkVideoEncodeCapabilityFlagsKHR flags;
  VkVideoEncodeRateControlModeFlagsKHR rateControlModes;
  uint32_t maxRateControlLayers;
  uint64_t maxBitrate;
  uint32_t maxQualityLevels;
  VkExtent2D encodeInputPictureGranularity;
  VkVideoEncodeFeedbackFlagsKHR supportedEncodeFeedbackFlags;
} VkVideoEncodeCapabilitiesKHR;
```

- \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{flags} is a bitmask of \texttt{VkVideoEncodeCapabilityFlagBitsKHR} describing supported encoding features.
- \texttt{rateControlModes} is a bitmask of \texttt{VkVideoEncodeRateControlModeFlagBitsKHR} indicating
supported rate control modes.

- **maxRateControlLayers** indicates the maximum number of rate control layers supported.
- **maxBitrate** indicates the maximum supported bitrate.
- **maxQualityLevels** indicates the number of discrete video encode quality levels supported. Implementations must support at least one quality level.

- **encodeInputPictureGranularity** indicates the granularity at which encode input picture data is encoded and may indicate a texel granularity up to the size of the codec-specific coding block size. This capability does not impose any valid usage constraints on the application, however, depending on the contents of the encode input picture, it may have effects on the encoded bitstream, as described in more detail below.

- **supportedEncodeFeedbackFlags** is a bitmask of VkVideoEncodeFeedbackFlagBitsKHR values specifying the supported flags for video encode feedback queries.

Implementations must include support for at least VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BUFFER_OFFSET_BIT_KHR and VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BYTES_WRITTEN_BIT_KHR in supportedEncodeFeedbackFlags.

**encodeInputPictureGranularity** provides information about the way encode input picture data is used as input to video encode operations. In particular, some implementations may not be able to limit the set of texels used to encode the output video bitstream to the image subregion specified in the VkVideoPictureResourceInfoKHR structure corresponding to the encode input picture (i.e. to the resolution of the image data to encode specified in its codedExtent member).

**Note**

For example, the application requests the coded extent to be 1920x1080, but the implementation is only able to source the encode input picture data at the granularity of the codec-specific coding block size which is 16x16 pixels (or as otherwise indicated in encodeInputPictureGranularity). In this example, the content is horizontally aligned with the coding block size, but not vertically aligned with it. Thus encoding of the last row of coding blocks will be impacted by the contents of the input image at texel rows 1080 to 1087 (the latter being the next row which is vertically aligned with the coding block size, assuming a zero-based texel row index).

If codedExtent rounded up to the next integer multiple of encodeInputPictureGranularity is greater than the extent of the image subresource specified for the encode input picture, then the texel values corresponding to texel coordinates outside of the bounds of the image subresource may be undefined. However, implementations should use well-defined default values for such texels in order to maximize the encoding efficiency for the last coding block row/column, and/or to ensure consistent encoding results across repeated encoding of the same input content. Nonetheless, the values used for such texels must not have an effect on whether the video encode operation produces a compliant bitstream, and must not have any other effects on the encoded picture data beyond what may otherwise result from using these texel values as input to any compression algorithm, as defined in the used video compression standard.

**Note**
While not required, it is generally a good practice for applications to make sure that the image subresource used for the encode input picture has an extent that is an integer multiple of the codec-specific coding block size (or at least `encodeInputPictureGranularity`) and that this padding area is filled with known values in order to improve encoding efficiency, portability, and reproducibility.

**Valid Usage (Implicit)**

- **VUID-VkVideoEncodeCapabilitiesKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_CAPABILITIES_KHR`

Bits which **may** be set in `VkVideoEncodeCapabilitiesKHR::flags`, indicating the encoding tools supported, are:

```c
// Provided by VK_KHR_video_encode_queue
typedef enum VkVideoEncodeCapabilityFlagBitsKHR {
    VK_VIDEO_ENCODE_CAPABILITY_PRECEDING_EXTERNALLY_ENCODED_BYTES_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_CAPABILITY_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_DETECTION_BIT_KHR = 0x00000002,
} VkVideoEncodeCapabilityFlagBitsKHR;
```

- `VK_VIDEO_ENCODE_CAPABILITY_PRECEDING_EXTERNALLY_ENCODED_BYTES_BIT_KHR` indicates that the implementation supports the use of `VkVideoEncodeInfoKHR::precedingExternallyEncodedBytes`.

- `VK_VIDEO_ENCODE_CAPABILITY_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_DETECTION_BIT_KHR` indicates that the implementation is able to detect and report when the destination video bitstream buffer range provided by the application is not sufficiently large to fit the encoded bitstream data produced by a video encode operation by reporting the `VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR` query result status code.

**Note**

Some implementations **may** not be able to reliably detect insufficient bitstream buffer range conditions in all situations. Such implementations will not report support for the `VK_VIDEO_ENCODE_CAPABILITY_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_DETECTION_BIT_KHR` encode capability flag for the video profile, but **may** still report the `VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR` query result status code in certain cases. Applications **should** always check for the specific query result status code `VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR` even when this encode capability flag is not supported by the implementation for the video profile in question. However, applications **must** not assume that a different negative query result status code indicating an unsuccessful completion of a video encode operation is not the result of an insufficient bitstream buffer condition unless this encode capability flag is supported.
VkVideoEncodeCapabilityFlagsKHR is a bitmask type for setting a mask of zero or more VkVideoEncodeCapabilityFlagBitsKHR.

37.15.4. Video Encode Quality Levels

Implementations can support more than one video encode quality levels for a video encode profile, which control the number and type of implementation-specific encoding tools and algorithms utilized in the encoding process.

Note

Generally, using higher video encode quality levels may produce higher quality video streams at the cost of additional processing time. However, as the final quality of an encoded picture depends on the contents of the encode input picture, the contents of the active reference pictures, the codec-specific encode parameters, and the particular implementation-specific tools used corresponding to the individual video encode quality levels, there are no guarantees that using a higher video encode quality level will always produce a higher quality encoded picture for any given set of inputs.

To query properties for a specific video encode quality level supported by a video encode profile, call:

```
// Provided by VK_KHR_video_encode_queue
VkResult vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR* pQualityLevelInfo,
    VkVideoEncodeQualityLevelPropertiesKHR* pQualityLevelProperties);
```

- **physicalDevice** is the physical device to query the video encode quality level properties for.
- **pQualityLevelInfo** is a pointer to a VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR structure specifying the video encode profile and quality level to query properties for.
- **pQualityLevelProperties** is a pointer to a VkVideoEncodeQualityLevelPropertiesKHR structure in which the properties are returned.

Valid Usage

- VUID-vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR-pQualityLevelInfo-08257
  If pQualityLevelInfo->pVideoProfile->videoCodecOperation is VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the pNext chain of pQualityLevelProperties must include a VkVideoEncodeH264QualityLevelPropertiesKHR structure
If `pQualityLevelInfo->pVideoProfile->videoCodecOperation` is `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the `pNext` chain of `pQualityLevelProperties` must include a `VkVideoEncodeH265QualityLevelPropertiesKHR` structure.

**Valid Usage (Implicit)**

- VUID-vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR-pQualityLevelInfo-parameter
  `pQualityLevelInfo` must be a valid pointer to a valid `VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR` structure
- VUID-vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR-pQualityLevelProperties-parameter
  `pQualityLevelProperties` must be a valid pointer to a `VkVideoEncodeQualityLevelPropertiesKHR` structure

**Return Codes**

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR`

The `VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR` structure is defined as:
// Provided by VK_KHR_video_encode_queue
typedef struct VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const VkVideoProfileInfoKHR* pVideoProfile;
    uint32_t qualityLevel;
} VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pVideoProfile** is a pointer to a `VkVideoProfileInfoKHR` structure specifying the video profile to query the video encode quality level properties for.
- **qualityLevel** is the video encode quality level to query properties for.

### Valid Usage

- VUID-VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR-pVideoProfile-08259
  **pVideoProfile must** be a supported video profile

- VUID-VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR-pVideoProfile-08260
  **pVideoProfile->videoCodecOperation must** specify an encode operation

- VUID-VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR-qualityLevel-08261
  **qualityLevel must** be less than `VkVideoEncodeCapabilitiesKHR::maxQualityLevels`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile specified in `pVideoProfile`

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR-sType-sType
  **sType must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_ENCODE_QUALITY_LEVEL_INFO_KHR`

- VUID-VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR-pNext-pNext
  **pNext must** be NULL

- VUID-VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR-pVideoProfile-parameter
  **pVideoProfile must** be a valid pointer to a valid `VkVideoProfileInfoKHR` structure

The `VkVideoEncodeQualityLevelPropertiesKHR` structure is defined as:
typedef struct VkVideoEncodeQualityLevelPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoEncodeRateControlModeFlagBitsKHR preferredRateControlMode;
    uint32_t preferredRateControlLayerCount;
} VkVideoEncodeQualityLevelPropertiesKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **preferredRateControlMode** is a VkVideoEncodeRateControlModeFlagBitsKHR value indicating the preferred rate control mode to use with the video encode quality level.
- **preferredRateControlLayerCount** indicates the preferred number of rate control layers to use with the video encode quality level.

**Valid Usage (Implicit)**

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

The VkVideoEncodeQualityLevelInfoKHR structure is defined as:

typedef struct VkVideoEncodeQualityLevelInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t qualityLevel;
} VkVideoEncodeQualityLevelInfoKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **qualityLevel** is the used video encode quality level.

This structure can be specified in the following places:

- In the **pNext** chain of VkVideoSessionParametersCreateInfoKHR to specify the video encode quality level to use for a video session parameters object created for a video encode session. If
no instance of this structure is included in the `pNext` chain of `VkVideoSessionParametersCreateInfoKHR`, then the video session parameters object is created with a video encode quality level of zero.

- In the `pNext` chain of `VkVideoCodingControlInfoKHR` to change the video encode quality level state of the bound video session.

### Valid Usage

- `VUID-VkVideoEncodeQualityLevelInfoKHR-qualityLevel-08311`
  
  qualityLevel **must** be less than `VkVideoEncodeCapabilitiesKHR::maxQualityLevels`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile.

### Valid Usage (Implicit)

- `VUID-VkVideoEncodeQualityLevelInfoKHR-sType-sType`
  
  `sType` **must** be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_QUALITY_LEVEL_INFO_KHR`.

### 37.15.5. Retrieving Encoded Session Parameters

Any codec-specific parameters stored in video session parameters objects **may** need to be separately encoded and included in the final video bitstream data, depending on the used video compression standard. In such cases the application **must** call the `vkGetEncodedVideoSessionParametersKHR` command to retrieve the encoded parameter data from the used video session parameters object in order to be able to produce a compliant video bitstream.

**Note**

This is needed because implementations **may** have changed some of the codec-specific parameters stored in the video session parameters object, as defined in the Video Encode Parameter Overrides section. In addition, the `vkGetEncodedVideoSessionParametersKHR` command enables the application to retrieve the encoded parameter data without having to encode these codec-specific parameters manually.

Encoded parameter data **can** be retrieved from a video session parameters object created with a video encode operation using the command:

```c
// Provided by VK_KHR_video_encode_queue

VkResult vkGetEncodedVideoSessionParametersKHR(
    VkDevice device, 
    const VkVideoEncodeSessionParametersGetInfoKHR* pVideoSessionParametersInfo, 
    VkVideoEncodeSessionParametersFeedbackInfoKHR* pFeedbackInfo, 
    size_t* pDataSize, 
    void* pData);
```
device is the logical device that owns the video session parameters object.

pVideoSessionParametersInfo is a pointer to a VkVideoEncodeSessionParametersGetInfoKHR structure specifying the parameters of the encoded parameter data to retrieve.

pFeedbackInfo is either NULL or a pointer to a VkVideoEncodeSessionParametersFeedbackInfoKHR structure in which feedback about the requested parameter data is returned.

pDataSize is a pointer to a size_t value related to the amount of encode parameter data returned, as described below.

pData is either NULL or a pointer to a buffer to write the encoded parameter data to.

If pData is NULL, then the size of the encoded parameter data, in bytes, that can be retrieved is returned in pDataSize. Otherwise, pDataSize must point to a variable set by the application to the size of the buffer, in bytes, pointed to by pData, and on return the variable is overwritten with the number of bytes actually written to pData. If pDataSize is less than the size of the encoded parameter data that can be retrieved, then no data will be written to pData, zero will be written to pDataSize, and VK_INCOMPLETE will be returned instead of VK_SUCCESS, to indicate that no encoded parameter data was returned.

If pFeedbackInfo is not NULL then the members of the VkVideoEncodeSessionParametersFeedbackInfoKHR structure and any additional structures included in its pNext chain that are applicable to the video session parameters object specified in pVideoSessionParametersInfo->videoSessionParameters will be filled with feedback about the requested parameter data on all successful calls to this command.

Note
This includes the cases when pData is NULL or when VK_INCOMPLETE is returned by the command, and enables the application to determine whether the implementation overrode any of the requested video session parameters without actually needing to retrieve the encoded parameter data itself.

Valid Usage

• VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08359 pVideoSessionParametersInfo->videoSessionParameters must have been created with an encode operation

• VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08262 If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the pNext chain of pVideoSessionParametersInfo must include a VkVideoEncodeH264SessionParametersGetInfoKHR structure

• VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08263 If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then for the VkVideoEncodeH264SessionParametersGetInfoKHR structure included in the pNext chain of pVideoSessionParametersInfo, if its writeStdSPS member is VK_TRUE, then
pVideoSessionParametersInfo->videoSessionParameters must contain a StdVideoH264SequenceParameterSet entry with seq_parameter_set_id matching VkVideoEncodeH264SessionParametersGetInfoKHR::stdSPSId

- VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08264
  If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then for the pVideoSessionParametersInfo->videoSessionParametersGetInfoKHR structure included in the pNext chain of pVideoSessionParametersInfo, if its writeStdPPS member is VK_TRUE, then pVideoSessionParametersInfo->videoSessionParameters must contain a StdVideoH264PictureParameterSet entry with seq_parameter_set_id and pic_parameter_set_id matching VkVideoEncodeH264SessionParametersGetInfoKHR::stdSPSId and VkVideoEncodeH264SessionParametersGetInfoKHR::stdPPSId, respectively.

- VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08265
  If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the pNext chain of pVideoSessionParametersInfo must include a VkVideoEncodeH265SessionParametersGetInfoKHR structure.

- VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08266
  If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then for the pVideoSessionParametersInfo->videoSessionParametersGetInfoKHR structure included in the pNext chain of pVideoSessionParametersInfo, if its writeStdVPS member is VK_TRUE, then pVideoSessionParametersInfo->videoSessionParameters must contain a StdVideoH265VideoParameterSet entry with vps_video_parameter_set_id matching VkVideoEncodeH265SessionParametersGetInfoKHR::stdVPSId.

- VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08267
  If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then for the pVideoSessionParametersInfo->videoSessionParametersGetInfoKHR structure included in the pNext chain of pVideoSessionParametersInfo, if its writeStdSPS member is VK_TRUE, then pVideoSessionParametersInfo->videoSessionParameters must contain a StdVideoH265SequenceParameterSet entry with sps_video_parameter_set_id and sps_seq_parameter_set_id matching VkVideoEncodeH265SessionParametersGetInfoKHR::stdVPSId and VkVideoEncodeH265SessionParametersGetInfoKHR::stdSPSId, respectively.

- VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-08268
  If pVideoSessionParametersInfo->videoSessionParameters was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then for the pVideoSessionParametersInfo->videoSessionParametersGetInfoKHR structure included in the pNext chain of pVideoSessionParametersInfo, if its writeStdPPS member is VK_TRUE, then pVideoSessionParametersInfo->videoSessionParameters must contain a StdVideoH265PictureParameterSet entry with sps_video_parameter_set_id, pps_seq_parameter_set_id, and pps_pic_parameter_set_id matching VkVideoEncodeH265SessionParametersGetInfoKHR::stdVPSId, VkVideoEncodeH265SessionParametersGetInfoKHR::stdSPSId, and VkVideoEncodeH265SessionParametersGetInfoKHR::stdPPSId, respectively.
Valid Usage (Implicit)

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

- VUID-vkGetEncodedVideoSessionParametersKHR-pVideoSessionParametersInfo-parameter
  pVideoSessionParametersInfo must be a valid pointer to a valid VkVideoEncodeSessionParametersGetInfoKHR structure

- VUID-vkGetEncodedVideoSessionParametersKHR-pFeedbackInfo-parameter
  If pFeedbackInfo is not NULL, pFeedbackInfo must be a valid pointer to a VkVideoEncodeSessionParametersFeedbackInfoKHR structure

- VUID-vkGetEncodedVideoSessionParametersKHR-pDataSize-parameter
  pDataSize must be a valid pointer to a size_t value

- VUID-vkGetEncodedVideoSessionParametersKHR-pData-parameter
  If the value referenced by pDataSize is not 0, and pData is not NULL, pData must be a valid pointer to an array of pDataSize bytes

Return Codes

Success
- VK_SUCCESS
- VK_INCOMPLETE

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkVideoEncodeSessionParametersGetInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_queue
typedef struct VkVideoEncodeSessionParametersGetInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoSessionParametersKHR videoSessionParameters;
} VkVideoEncodeSessionParametersGetInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- videoSessionParameters is the VkVideoSessionParametersKHR object to retrieve encoded parameter data from.

Depending on the used video encode operation, additional codec-specific structures may need to be
included in the `pNext` chain of this structure to identify the specific video session parameters to retrieve encoded parameter data for, as described in the corresponding sections.

### Valid Usage (Implicit)

- **VUID-VkVideoEncodeSessionParametersGetInfoKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_SESSION_PARAMETERS_GET_INFO_KHR`

- **VUID-VkVideoEncodeSessionParametersGetInfoKHR-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 `VkVideoEncodeH264SessionParametersGetInfoKHR` or `VkVideoEncodeH265SessionParametersGetInfoKHR`

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

- **VUID-VkVideoEncodeSessionParametersGetInfoKHR-videoSessionParameters-parameter**
  - `videoSessionParameters` must be a valid `VkVideoSessionParametersKHR` handle

The `VkVideoEncodeSessionParametersFeedbackInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_queue
typedef struct VkVideoEncodeSessionParametersFeedbackInfoKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 hasOverrides;
} VkVideoEncodeSessionParametersFeedbackInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `hasOverrides` indicates whether any of the requested parameter data were overridden by the implementation.

Depending on the used video encode operation, additional codec-specific structures can be included in the `pNext` chain of this structure to capture codec-specific feedback information about the requested parameter data, as described in the corresponding sections.

### Valid Usage (Implicit)

- **VUID-VkVideoEncodeSessionParametersFeedbackInfoKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_SESSION_PARAMETERS_FEEDBACK_INFO_KHR`

- **VUID-VkVideoEncodeSessionParametersFeedbackInfoKHR-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 `VkVideoEncodeH264SessionParametersFeedbackInfoKHR` or `VkVideoEncodeH265SessionParametersFeedbackInfoKHR`
37.15.6. Video Encode Commands

To launch video encode operations, call:

```c
// Provided by VK_KHR_video_encode_queue
void vkCmdEncodeVideoKHR(
    VkCommandBuffer commandBuffer,
    const VkVideoEncodeInfoKHR* pEncodeInfo);
```

- `commandBuffer` is the command buffer in which to record the command.
- `pEncodeInfo` is a pointer to a `VkVideoEncodeInfoKHR` structure specifying the parameters of the video encode operations.

Each call issues one or more video encode operations. The implicit parameter `opCount` corresponds to the number of video encode operations issued by the command. After calling this command, the active query index of each active query is incremented by `opCount`.

Currently each call to this command results in the issue of a single video encode operation.

If the bound video session was created with `VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR` and the `pNext` chain of `pEncodeInfo` includes a `VkVideoInlineQueryInfoKHR` structure with its `queryPool` member specifying a valid `VkQueryPool` handle, then this command will execute a query for each video encode operation issued by it.

Active Reference Picture Information

The list of active reference pictures used by a video encode operation is a list of image subregions used as the source of reference picture data and related parameters, and is derived from the `VkVideoReferenceSlotInfoKHR` structures provided as the elements of the `pEncodeInfo->pReferenceSlots` array. For each element of `pEncodeInfo->pReferenceSlots`, one or more elements are added to the active reference picture list, as defined by the codec-specific semantics. Each element of this list contains the following information:

- The image subregion within the image subresource referred to by the video picture resource used as the reference picture.
- The DPB slot index the reference picture is associated with.
- The codec-specific reference information related to the reference picture.

Reconstructed Picture Information

Information related to the optional reconstructed picture used by a video encode operation is derived from the `VkVideoReferenceSlotInfoKHR` structure pointed to by `pEncodeInfo->pSetupReferenceSlot`, if not NULL, as defined by the codec-specific semantics, and consists of the following:
• The image subregion within the image subresource referred to by the video picture resource used as the reconstructed picture.

• The DPB slot index to use for picture reconstruction.

• The codec-specific reference information related to the reconstructed picture.

Specifying a valid VkVideoReferenceSlotInfoKHR structure in pEncodeInfo->pSetupReferenceSlot is always required, unless the video session was created with VkVideoSessionCreateInfoKHR::maxDpbSlot equal to zero. However, the DPB slot identified by pEncodeInfo->pSetupReferenceSlot->slotIndex is only activated with the reconstructed picture specified in pEncodeInfo->pSetupReferenceSlot->pPictureResource if reference picture setup is requested according to the codec-specific semantics.

If reconstructed picture information is specified, but reference picture setup is not requested, according to the codec-specific semantics, the contents of the video picture resource corresponding to the reconstructed picture will be undefined after the video encode operation.

**Note**

Some implementations may always output the reconstructed picture or use it as temporary storage during the video encode operation even when the reconstructed picture is not marked for future reference.

**Encode Input Picture Information**

Information related to the encode input picture used by a video encode operation is derived from pEncodeInfo->srcPictureResource and any codec-specific parameters provided in the pEncodeInfo->pNext chain, as defined by the codec-specific semantics, and consists of the following:

• The image subregion within the image subresource referred to by the video picture resource used as the encode input picture.

• The codec-specific picture information related to the encoded picture.

Several limiting values are defined below that are referenced by the relevant valid usage statements of this command.

• Let uint32_t activeReferencePictureCount be the size of the list of active reference pictures used by the video encode operation. Unless otherwise defined, activeReferencePictureCount is set to the value of pEncodeInfo->referenceSlotCount.

• Let VkOffset2D codedOffsetGranularity be the minimum alignment requirement for the coded offset of video picture resources. Unless otherwise defined, the value of the x and y members of codedOffsetGranularity are 0.

• Let uint32_t dpbFrameUseCount[] be an array of size maxDpbSlots, where maxDpbSlots is the VkVideoSessionCreateInfoKHR::maxDpbSlots the bound video session was created with, with each element indicating the number of times a frame associated with the corresponding DPB slot index is referred to by the video coding operation. Let the initial value of each element of the array be 0.

  ◦ If pEncodeInfo->pSetupReferenceSlot is not NULL, then dpbFrameUseCount[i] is incremented by
one, where $i$ equals \(\text{pEncodeInfo->pSetupReferenceSlot->slotIndex}\).

- For each element of \(\text{pEncodeInfo->pReferenceSlots}\), \(dpbFrameUseCount[i]\) is incremented by one, where $i$ equals the \(\text{slotIndex}\) member of the corresponding element.

- Let \(\text{VkExtent2D maxCodingBlockSize}\) be the maximum codec-specific coding block size that \textit{may} be used by the video encode operation.
  - If the bound video session object was created with an \textit{H.264} encode profile, then let \(\text{maxCodingBlockSize}\) be equal to the size of an \textit{H.264} macroblock, i.e. \{16,16\}.
  - If the bound video session object was created with an \textit{H.265} encode profile, then let \(\text{maxCodingBlockSize}\) be equal to the maximum \textit{H.265} coding block size that \textit{may} be used by the video encode operation derived as the maximum of the \textit{CTB} sizes corresponding to the \(\text{VkVideoEncodeH265CtbSizeFlagBitsKHR bits set in VkVideoEncodeH265CapabilitiesKHR::ctbSizes}\), as returned by \(\text{vkGetPhysicalDeviceVideoCapabilitiesKHR}\) for the video profile the bound video session was created with.
  - Otherwise, \(\text{maxCodingBlockSize}\) is undefined.

- If \(\text{maxCodingBlockSize}\) is defined, then let \(\text{VkExtent2D minCodingBlockExtent}\) be the coded extent of the encode input picture expressed in terms of codec-specific coding blocks, assuming the maximum size of such coding blocks, as defined by \(\text{maxCodingBlockSize}\), calculated from the value of the \(\text{codedExtent}\) member of \(\text{pEncodeInfo->srcPictureResource}\) as follows:
  - \(\text{minCodingBlockExtent.width} = (\text{codedExtent.width} - 1) / \text{maxCodingBlockSize.width}\)
  - \(\text{minCodingBlockExtent.height} = (\text{codedExtent.height} - 1) / \text{maxCodingBlockSize.height}\)

- If the bound video session object was created with an \textit{H.264} encode profile, then:
  - Let \(\text{StdVideoH264PictureType h264PictureType}\) be the picture type of the encoded picture set to the value of \(\text{pStdPictureInfo->primary_pic_type}\) specified in the \(\text{VkVideoEncodeH264PictureInfoKHR}\) structure included in the \(\text{pEncodeInfo->pNext}\) chain.
  - Let \(\text{StdVideoH264PictureType h264L0PictureTypes[] and StdVideoH264PictureType h264L1PictureTypes[]}\) be the picture types of the reference pictures in the L0 and L1 reference lists, respectively. If \(\text{pStdPictureInfo->pRefLists}\) specified in the \(\text{VkVideoEncodeH264PictureInfoKHR}\) structure included in the \(\text{pEncodeInfo->pNext}\) chain is not NULL, then for each reference index specified in the elements of the \(\text{pStdPictureInfo->pRefLists->RefPicList0}\) and \(\text{pStdPictureInfo->pRefLists->RefPicList1}\) arrays, if the reference index is not \textit{STD_VIDEO_H264_NO_REFERENCE_PICTURE}, \(\text{pStdReferenceInfo->primary_pic_type}\) is added to \(\text{h264L0PictureTypes[]}\) or \(\text{h264L1PictureTypes[]}\), respectively, where \(\text{pStdReferenceInfo}\) is the member of the \(\text{VkVideoEncodeH264DpbSlotInfoKHR}\) structure included in the \(\text{pnext}\) chain of the element of \(\text{pEncodeInfo->pReferenceSlots}\) for which \(\text{slotIndex}\) equals the reference index in question.

- If the bound video session object was created with an \textit{H.265} encode profile, then:
  - Let \(\text{StdVideoH265PictureType h265PictureType}\) be the picture type of the encoded picture set to the value of \(\text{pStdPictureInfo->pic_type}\) specified in the \(\text{VkVideoEncodeH265PictureInfoKHR}\) structure included in the \(\text{pEncodeInfo->pNext}\) chain.
  - Let \(\text{StdVideoH265PictureType h265L0PictureTypes[] and StdVideoH265PictureType h265L1PictureTypes[]}\) be the picture types of the reference pictures in the L0 and L1 reference lists, respectively. If \(\text{pStdPictureInfo->pRefLists}\) specified in the \(\text{VkVideoEncodeH265PictureInfoKHR}\) structure included in the \(\text{pEncodeInfo->pNext}\) chain is not NULL, then for each reference index specified in the elements of the \(\text{pStdPictureInfo->pRefLists->RefPicList0}\) and \(\text{pStdPictureInfo->pRefLists->RefPicList1}\) arrays, if the reference index is not \textit{STD_VIDEO_H265_NO_REFERENCE_PICTURE}, \(\text{pStdReferenceInfo->primary_pic_type}\) is added to \(\text{h265L0PictureTypes[]}\) or \(\text{h265L1PictureTypes[]}\), respectively, where \(\text{pStdReferenceInfo}\) is the member of the \(\text{VkVideoEncodeH265DpbSlotInfoKHR}\) structure included in the \(\text{pnext}\) chain of the element of \(\text{pEncodeInfo->pReferenceSlots}\) for which \(\text{slotIndex}\) equals the reference index in question.
h265L1PictureTypes[], be the picture types of the reference pictures in the L0 and L1 reference lists, respectively. If pStdPictureInfo->pRefLists specified in the VkVideoEncodeH265PictureInfoKHR structure included in the pEncodeInfo->pNext chain is not NULL, then for each reference index specified in the elements of the pStdPictureInfo->pRefLists->RefPicList0 and pStdPictureInfo->pRefLists->RefPicList1 arrays, if the reference index is not STD_VIDEO_H265_NO_REFERENCE_PICTURE, pStdReferenceInfo->pic_type is added to h265L0PictureTypes or h265L1PictureTypes, respectively, where pStdReferenceInfo is the member of the VkVideoEncodeH265DpbSlotInfoKHR structure included in the pNext chain of the element of pEncodeInfo->pReferenceSlots for which slotIndex equals the reference index in question.

Valid Usage

• VUID-vkCmdEncodeVideoKHR-None-08250
The bound video session must have been created with an encode operation

• VUID-vkCmdEncodeVideoKHR-None-07012
The bound video session must not be in uninitialized state at the time the command is executed on the device

• VUID-vkCmdEncodeVideoKHR-None-08318
The bound video session parameters object must have been created with the currently set video encode quality level for the bound video session at the time the command is executed on the device

• VUID-vkCmdEncodeVideoKHR-opCount-07174
For each active query, the active query index corresponding to the query type of that query plus opCount must be less than or equal to the last activatable query index corresponding to the query type of that query plus one

• VUID-vkCmdEncodeVideoKHR-pNext-08360
If the bound video session was created with VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR, and the pNext chain of pEncodeInfo includes a VkVideoInlineQueryInfoKHR structure with its queryPool member specifying a valid VkQueryPool handle, then VkVideoInlineQueryInfoKHR::queryCount must equal opCount

• VUID-vkCmdEncodeVideoKHR-pNext-08361
If the bound video session was created with VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR, and the pNext chain of pEncodeInfo includes a VkVideoInlineQueryInfoKHR structure with its queryPool member specifying a valid VkQueryPool handle, then all the queries used by the command, as specified by the VkVideoInlineQueryInfoKHR structure, must be unavailable

• VUID-vkCmdEncodeVideoKHR-queryType-08362
If the bound video session was created with VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR, then the queryType used to create the queryPool specified in the VkVideoInlineQueryInfoKHR structure included in the pNext chain of pEncodeInfo must be VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR or VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR

• VUID-vkCmdEncodeVideoKHR-queryPool-08363
If the bound video session was created with 
VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR, then the queryPool specified in the 
VkVideoInlineQueryInfoKHR structure included in the pNext chain of pEncodeInfo must 
have been created with a VkVideoProfileInfoKHR structure included in the pNext chain of 
VkQueryPoolCreateInfo identical to the one specified in VkVideoSessionCreateInfoKHR 
::pVideoProfile the bound video session was created with 

- VUID-vkCmdEncodeVideoKHR-queryType-08364
  If the bound video session was created with 
  VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR, and the queryType used to create the 
  queryPool specified in the VkVideoInlineQueryInfoKHR structure included in the pNext 
  chain of pEncodeInfo is VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR, then the VkCommandPool that 
  commandBuffer was allocated from must have been created with a queue family index that 
  supports result status queries, as indicated by 
  VkQueueFamilyQueryResultStatusPropertiesKHR::queryResultStatusSupport

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08201
  pEncodeInfo->dstBuffer must be compatible with the video profile the bound video 
  session was created with

- VUID-vkCmdEncodeVideoKHR-commandBuffer-08202
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, 
  then pEncodeInfo->dstBuffer must not be a protected buffer

- VUID-vkCmdEncodeVideoKHR-commandBuffer-08203
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, 
  then pEncodeInfo->dstBuffer must be a protected buffer

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08204
  pEncodeInfo->dstBufferOffset must be an integer multiple of VkVideoCapabilitiesKHR 
  ::minBitstreamBufferOffsetAlignment, as returned by 
  vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session 
  was created with

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08205
  pEncodeInfo->dstBufferRange must be an integer multiple of VkVideoCapabilitiesKHR 
  ::minBitstreamBufferSizeAlignment, as returned by 
  vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session 
  was created with

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08206
  pEncodeInfo->srcPictureResource.imageViewBinding must be compatible with the video 
  profile the bound video session was created with

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08207
  The format of pEncodeInfo->srcPictureResource.imageViewBinding must match the 
  VkVideoSessionCreateInfoKHR::pictureFormat the bound video session was created with

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08208
  pEncodeInfo->srcPictureResource.codedOffset must be an integer multiple of 
  codedOffsetGranularity

- VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08209
  pEncodeInfo->srcPictureResource.codedExtent must be between minCodedExtent and
The maxCodedExtent, inclusive, the bound video session was created with

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08210**
  pEncodeInfo->srcPictureResource.imageViewBinding must have been created with VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR.

- **VUID-vkCmdEncodeVideoKHR-commandBuffer-08211**
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, then pEncodeInfo->srcPictureResource.imageViewBinding must not have been created from a protected image.

- **VUID-vkCmdEncodeVideoKHR-commandBuffer-08212**
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, then pEncodeInfo->srcPictureResource.imageViewBinding must have been created from a protected image.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08377**
  pEncodeInfo->pSetupReferenceSlot must not be NULL unless the bound video session was created with VkVideoSessionCreateInfoKHR::maxDpbSlots equal to zero.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08213**
  If pEncodeInfo->pSetupReferenceSlot is not NULL, then pEncodeInfo->pSetupReferenceSlot->slotIndex must be less than the VkVideoSessionCreateInfoKHR::maxDpbSlots specified when the bound video session was created.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08214**
  If pEncodeInfo->pSetupReferenceSlot is not NULL, then pEncodeInfo->pSetupReferenceSlot->PictureResource->codedOffset must be an integer multiple of codedOffsetGranularity.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08215**
  If pEncodeInfo->pSetupReferenceSlot is not NULL, then pEncodeInfo->pSetupReferenceSlot->pPictureResource must match one of the bound reference picture resource.

- **VUID-vkCmdEncodeVideoKHR-activeReferencePictureCount-08216**
  activeReferencePictureCount must be less than or equal to the VkVideoSessionCreateInfoKHR::maxActiveReferencePictures specified when the bound video session was created.

- **VUID-vkCmdEncodeVideoKHR-slotIndex-08217**
  The slotIndex member of each element of pEncodeInfo->pReferenceSlots must be less than the VkVideoSessionCreateInfoKHR::maxDpbSlots specified when the bound video session was created.

- **VUID-vkCmdEncodeVideoKHR-codedOffset-08218**
  The codedOffset member of the VkVideoPictureResourceInfoKHR structure pointed to by the pPictureResource member of each element of pEncodeInfo->pReferenceSlots must be an integer multiple of codedOffsetGranularity.

- **VUID-vkCmdEncodeVideoKHR-pPictureResource-08219**
  The pPictureResource member of each element of pEncodeInfo->pReferenceSlots must match one of the bound reference picture resource associated with the DPB slot index specified in the slotIndex member of that element.

- **VUID-vkCmdEncodeVideoKHR-pPictureResource-08220**
  Each video picture resource corresponding to the pPictureResource member specified in
the elements of `pEncodeInfo->pReferenceSlots` must be unique within `pEncodeInfo->pReferenceSlots`.

- **VUID-vkCmdEncodeVideoKHR-dpbFrameUseCount-08221**
  All elements of `dpbFrameUseCount` must be less than or equal to 1.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08222**
  The image subresource referred to by `pEncodeInfo->srcPictureResource` must be in the `VK_IMAGE_LAYOUT_VIDEO_ENCODE_SRC_KHR` layout at the time the video encode operation is executed on the device.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08223**
  If `pEncodeInfo->pSetupReferenceSlot` is not NULL, then the image subresource referred to by `pEncodeInfo->pSetupReferenceSlot->pPictureResource` must be in the `VK_IMAGE_LAYOUT_VIDEO_ENCODE_DPB_KHR` layout at the time the video encode operation is executed on the device.

- **VUID-vkCmdEncodeVideoKHR-pPictureResource-08224**
  The image subresource referred to by the `pPictureResource` member of each element of `pEncodeInfo->pReferenceSlots` must be in the `VK_IMAGE_LAYOUT_VIDEO_ENCODE_DPB_KHR` layout at the time the video encode operation is executed on the device.

- **VUID-vkCmdEncodeVideoKHR-pNext-08225**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then the `pNext` chain of `pEncodeInfo` must include a `VkVideoEncodeH264PictureInfoKHR` structure.

- **VUID-vkCmdEncodeVideoKHR-StdVideoH264SequenceParameterSet-08226**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH264SequenceParameterSet` entry with `seq_parameter_set_id` matching `StdVideoEncodeH264PictureInfo::seq_parameter_set_id` that is provided in the `pStdPictureInfo` member of the `VkVideoEncodeH264PictureInfoKHR` structure included in the `pNext` chain of `pEncodeInfo`.

- **VUID-vkCmdEncodeVideoKHR-StdVideoH264PictureParameterSet-08227**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then the bound video session parameters object must contain a `StdVideoH264PictureParameterSet` entry with `seq_parameter_set_id` and `pic_parameter_set_id` matching `StdVideoEncodeH264PictureInfo::seq_parameter_set_id` and `StdVideoEncodeH264PictureInfo::pic_parameter_set_id`, respectively, that are provided in the `pStdPictureInfo` member of the `VkVideoEncodeH264PictureInfoKHR` structure included in the `pNext` chain of `pEncodeInfo`.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08228**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR` and `pEncodeInfo->pSetupReferenceSlot` is not NULL, then the `pNext` chain of `pEncodeInfo->pSetupReferenceSlot` must include a `VkVideoEncodeH264DpbSlotInfoKHR` structure.

- **VUID-vkCmdEncodeVideoKHR-pNext-08229**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR` and `pEncodeInfo->pSetupReferenceSlot` is not NULL, then the `pNext` chain of each element of
pEncodeInfo->pReferenceSlots must include a VkVideoEncodeH264DpbSlotInfoKHR structure

- VUID-vkCmdEncodeVideoKHR-constantQp-08269
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR and the current rate control mode is not VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR, then VkVideoEncodeH264NaluSliceInfoKHR::constantQp must be zero for each element of the pNaluSliceEntries member of the VkVideoEncodeH264PictureInfoKHR structure included in the pNext chain of pEncodeInfo

- VUID-vkCmdEncodeVideoKHR-constantQp-08270
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR and the current rate control mode is VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR, then VkVideoEncodeH264NaluSliceInfoKHR::constantQp must be between VkVideoEncodeH264CapabilitiesKHR::minQp and VkVideoEncodeH264CapabilitiesKHR::maxQp, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session was created with, for each element of the pNaluSliceEntries member of the VkVideoEncodeH264PictureInfoKHR structure included in the pNext chain of pEncodeInfo

- VUID-vkCmdEncodeVideoKHR-constantQp-08271
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR and VkVideoEncodeH264CapabilitiesKHR::flags does not include VK_VIDEO_ENCODE_H264_CAPABILITY_PER_SLICE_CONSTANT_QP_BIT_KHR, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session was created with, then VkVideoEncodeH264NaluSliceInfoKHR::constantQp must have the same value for each element of the pNaluSliceEntries member of the VkVideoEncodeH264PictureInfoKHR structure included in the pNext chain of pEncodeInfo

- VUID-vkCmdEncodeVideoKHR-naluSliceEntryCount-08302
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then the naluSliceEntryCount member of the VkVideoEncodeH264PictureInfoKHR structure included in the pNext chain of pEncodeInfo must be less than or equal to minCodingBlockExtent.width multiplied by minCodingBlockExtent.height

- VUID-vkCmdEncodeVideoKHR-naluSliceEntryCount-08312
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR and VkVideoEncodeH264CapabilitiesKHR::flags does not include VK_VIDEO_ENCODE_H264_CAPABILITY_ROW_UNALIGNED_SLICE_BIT_KHR, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session was created with, then the naluSliceEntryCount member of the VkVideoEncodeH264PictureInfoKHR structure included in the pNext chain of pEncodeInfo must be less than or equal to minCodingBlockExtent.height

- VUID-vkCmdEncodeVideoKHR-pNext-08352
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, the pNext chain of pEncodeInfo includes a VkVideoEncodeH264PictureInfoKHR structure, and pEncodeInfo->referenceSlotCount is
greater than zero, then $VkVideoEncodeH264PictureInfoKHR::pStdPictureInfo->pRefLists$ must not be NULL

- **VUID-vkCmdEncodeVideoKHR-pNext-08339**
  If the bound video session was created with the video codec operation $VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR$, the $pNext$ chain of $pEncodeInfo$ includes a $VkVideoEncodeH264PictureInfoKHR$ structure, and $VkVideoEncodeH264PictureInfoKHR::pStdPictureInfo->pRefLists$ is not NULL, then each element of the $RefPicList0$ and $RefPicList1$ array members of the $StdVideoEncodeH264ReferenceListsInfo$ structure pointed to by $VkVideoEncodeH264PictureInfoKHR::pStdPictureInfo->pRefLists$ must either be $STD_VIDEO_H264_NO_REFERENCE_PICTURE$ or must equal the $slotIndex$ member of one of the elements of $pEncodeInfo->pReferenceSlots$

- **VUID-vkCmdEncodeVideoKHR-pNext-08353**
  If the bound video session was created with the video codec operation $VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR$, the $pNext$ chain of $pEncodeInfo$ includes a $VkVideoEncodeH264PictureInfoKHR$ structure, and $pEncodeInfo->referenceSlotCount$ is greater than zero, then the $slotIndex$ member of each element of $pEncodeInfo->pReferenceSlots$ must equal one of the elements of the $RefPicList0$ or $RefPicList1$ array members of the $StdVideoEncodeH264ReferenceListsInfo$ structure pointed to by $VkVideoEncodeH264PictureInfoKHR::pStdPictureInfo->pRefLists$

- **VUID-vkCmdEncodeVideoKHR-maxPPictureL0ReferenceCount-08340**
  If the bound video session was created with the video codec operation $VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR$ and $VkVideoEncodeH264CapabilitiesKHR::maxPPictureL0ReferenceCount$ is zero, as returned by $vkGetPhysicalDeviceVideoCapabilitiesKHR$ for the video profile the bound video session was created with, then $h264PictureType$ and each element of $h264L0PictureTypes$ and $h264L1PictureTypes$ must not be $STD_VIDEO_H264_PICTURE_TYPE_P$

- **VUID-vkCmdEncodeVideoKHR-maxBPictureL0ReferenceCount-08341**
  If the bound video session was created with the video codec operation $VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR$ and $VkVideoEncodeH264CapabilitiesKHR::maxBPictureL0ReferenceCount$ and $VkVideoEncodeH264CapabilitiesKHR::maxL1ReferenceCount$ are both zero, as returned by $vkGetPhysicalDeviceVideoCapabilitiesKHR$ for the video profile the bound video session was created with, then $h264PictureType$ and each element of $h264L0PictureTypes$ and $h264L1PictureTypes$ must not be $STD_VIDEO_H264_PICTURE_TYPE_B$

- **VUID-vkCmdEncodeVideoKHR-flags-08342**
  If the bound video session was created with the video codec operation $VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR$ and $VkVideoEncodeH264CapabilitiesKHR::flags$ does not include $VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_KHR$, as returned by $vkGetPhysicalDeviceVideoCapabilitiesKHR$ for the video profile the bound video session was created with, then each element of $h264L0PictureTypes$ must not be $STD_VIDEO_H264_PICTURE_TYPE_B$

- **VUID-vkCmdEncodeVideoKHR-flags-08343**
  If the bound video session was created with the video codec operation $VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR$ and $VkVideoEncodeH264CapabilitiesKHR::flags$ does not include $VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L1_LIST_BIT_KHR$, as
returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with, then each element of `h264L1PictureTypes` must not be `STD_VIDEO_H264_PICTURE_TYPE_B`.

- **VUID-vkCmdEncodeVideoKHR-pNext-08230**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the `pNext` chain of `pEncodeInfo` must include a `VkVideoEncodeH265PictureInfoKHR` structure.

- **VUID-vkCmdEncodeVideoKHR-StdVideoH265VideoParameterSet-08231**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the bound video session parameters object **must** contain a `StdVideoH265VideoParameterSet` entry with `vps_video_parameter_set_id` matching `StdVideoEncodeH265PictureInfo::sps_video_parameter_set_id` that is provided in the `pStdPictureInfo` member of the `VkVideoEncodeH265PictureInfoKHR` structure included in the `pNext` chain of `pEncodeInfo`.

- **VUID-vkCmdEncodeVideoKHR-StdVideoH265SequenceParameterSet-08232**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the bound video session parameters object **must** contain a `StdVideoH265SequenceParameterSet` entry with `sps_video_parameter_set_id` and `sps_seq_parameter_set_id` matching `StdVideoEncodeH265PictureInfo::sps_video_parameter_set_id` and `StdVideoEncodeH265PictureInfo::pps_seq_parameter_set_id`, respectively, that are provided in the `pStdPictureInfo` member of the `VkVideoEncodeH265PictureInfoKHR` structure included in the `pNext` chain of `pEncodeInfo`.

- **VUID-vkCmdEncodeVideoKHR-StdVideoH265PictureParameterSet-08233**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the bound video session parameters object **must** contain a `StdVideoH265PictureParameterSet` entry with `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id` matching `StdVideoEncodeH265PictureInfo::sps_video_parameter_set_id`, `StdVideoEncodeH265PictureInfo::pps_seq_parameter_set_id`, and `StdVideoEncodeH265PictureInfo::pps_pic_parameter_set_id`, respectively, that are provided in the `pStdPictureInfo` member of the `VkVideoEncodeH265PictureInfoKHR` structure included in the `pNext` chain of `pEncodeInfo`.

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-08234**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and `pEncodeInfo->pSetupReferenceSlot` is not `NULL`, then the `pNext` chain of `pSetupReferenceSlot` **must** include a `VkVideoEncodeH265DpbSlotInfoKHR` structure.

- **VUID-vkCmdEncodeVideoKHR-pNext-08235**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then the `pNext` chain of each element of `pEncodeInfo->pReferenceSlots` **must** include a `VkVideoEncodeH265DpbSlotInfoKHR` structure.

- **VUID-vkCmdEncodeVideoKHR-constantQp-08272**
  If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and `pEncodeInfo->setupReferenceSlot` is not `NULL`, then the `pNext` chain of `pSetupReferenceSlot` **must** include a `VkVideoEncodeH265DpbSlotInfoKHR` structure.
VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the current rate control mode is not VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then VkVideoEncodeH265NaluSliceSegmentInfoKHR::constantQp must be zero for each element of the pNaluSliceSegmentEntries member of the VkVideoEncodeH265PictureInfoKHR structure included in the pNext chain of pEncodeInfo

- VUID-vkCmdEncodeVideoKHR-constantQp-08273
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and the current rate control mode is VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then VkVideoEncodeH265NaluSliceSegmentInfoKHR::constantQp must be between VkVideoEncodeH265CapabilitiesKHR::minQp and VkVideoEncodeH265CapabilitiesKHR::maxQp, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session was created with, for each element of the pNaluSliceSegmentEntries member of the VkVideoEncodeH265PictureInfoKHR structure included in the pNext chain of pEncodeInfo

- VUID-vkCmdEncodeVideoKHR-constantQp-08274
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and VkVideoEncodeH265CapabilitiesKHR::flags does not include VK_VIDEO_ENCODE_H265_CAPABILITY_PER_SLICE_SEGMENT_CONSTANT_QP_BIT_KHR, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session was created with, then VkVideoEncodeH265NaluSliceSegmentInfoKHR::constantQp must have the same value for each element of the pNaluSliceSegmentEntries member of the VkVideoEncodeH265PictureInfoKHR structure included in the pNext chain of pEncodeInfo

- VUID-vkCmdEncodeVideoKHR-naluSliceSegmentEntryCount-08307
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, then the naluSliceSegmentEntryCount member of the VkVideoEncodeH265PictureInfoKHR structure included in the pNext chain of pEncodeInfo must be less than or equal to minCodingBlockExtent.width multiplied by minCodingBlockExtent.height

- VUID-vkCmdEncodeVideoKHR-naluSliceSegmentEntryCount-08313
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR and VkVideoEncodeH265CapabilitiesKHR::flags does not include VK_VIDEO_ENCODE_H265_CAPABILITY_ROW_UNALIGNED_SLICE_SEGMENT_BIT_KHR, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile the bound video session was created with, then the naluSliceSegmentEntryCount member of the VkVideoEncodeH265PictureInfoKHR structure included in the pNext chain of pEncodeInfo must be less than or equal to minCodingBlockExtent.height

- VUID-vkCmdEncodeVideoKHR-pNext-08354
  If the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, the pNext chain of pEncodeInfo includes a VkVideoEncodeH265PictureInfoKHR structure, and pEncodeInfo->referenceSlotCount is greater than zero, then VkVideoEncodeH265PictureInfoKHR::pStdPictureInfo->pRefLists must not be NULL
If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, the `pNext` chain of `pEncodeInfo` includes a `VkVideoEncodeH265PictureInfoKHR` structure, and `VkVideoEncodeH265PictureInfoKHR::pStdPictureInfo->pRefLists` is not `NULL`, then each element of the `RefPicList0` and `RefPicList1` array members of the `StdVideoEncodeH265ReferenceListsInfo` structure pointed to by `VkVideoEncodeH265PictureInfoKHR::pStdPictureInfo->pRefLists` must either be `STD_VIDEO_H265_NOREFERENCE_PICTURE` or must equal the `slotIndex` member of one of the elements of `pEncodeInfo->pReferenceSlots`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, the `pNext` chain of `pEncodeInfo` includes a `VkVideoEncodeH265PictureInfoKHR` structure, and `pEncodeInfo->referenceSlotCount` is greater than zero, then the `slotIndex` member of each element of `pEncodeInfo->pReferenceSlots` must equal one of the elements of the `RefPicList0` or `RefPicList1` array members of the `StdVideoEncodeH265ReferenceListsInfo` structure pointed to by `VkVideoEncodeH265PictureInfoKHR::pStdPictureInfo->pRefLists`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and `VkVideoEncodeH265CapabilitiesKHR::maxPPictureL0ReferenceCount` is zero, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with, then `h265PictureType` and each element of `h265L0PictureTypes` and `h265L1PictureTypes` must not be `STD_VIDEO_H265_PICTURE_TYPE_P`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and `VkVideoEncodeH265CapabilitiesKHR::maxBPictureL0ReferenceCount` and `VkVideoEncodeH265CapabilitiesKHR::maxL1ReferenceCount` are both zero, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with, then `h265PictureType` and each element of `h265L0PictureTypes` and `h265L1PictureTypes` must not be `STD_VIDEO_H265_PICTURE_TYPE_B`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and `VkVideoEncodeH265CapabilitiesKHR::flags` does not include `VK_VIDEO_ENCODE_H265_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_KHR`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with, then each element of `h265L0PictureTypes` must not be `STD_VIDEO_H264_PICTURE_TYPE_B`.

If the bound video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` and `VkVideoEncodeH265CapabilitiesKHR::flags` does not include `VK_VIDEO_ENCODE_H265_CAPABILITY_B_FRAME_IN_L1_LIST_BIT_KHR`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile the bound video session was created with, then each element of `h265L1PictureTypes` must not be `STD_VIDEO_H265_PICTURE_TYPE_B`. 
Valid Usage (Implicit)

- **VUID-vkCmdEncodeVideoKHR-commandBuffer-parameter**
  
  *commandBuffer must be a valid VkCommandBuffer handle*

- **VUID-vkCmdEncodeVideoKHR-pEncodeInfo-parameter**
  
  *pEncodeInfo must be a valid pointer to a valid VkVideoEncodeInfoKHR structure*

- **VUID-vkCmdEncodeVideoKHR-commandBuffer-recording**
  
  *commandBuffer must be in the recording state*

- **VUID-vkCmdEncodeVideoKHR-commandBuffer-cmdpool**
  
  The VkCommandPool that commandBuffer was allocated from must support encode operations

- **VUID-vkCmdEncodeVideoKHR-renderpass**
  
  This command must only be called outside of a render pass instance

- **VUID-vkCmdEncodeVideoKHR-videocoding**
  
  This command must only be called inside of a video coding scope

- **VUID-vkCmdEncodeVideoKHR-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>Video Coding Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Inside</td>
<td>Encode</td>
<td>Action</td>
</tr>
</tbody>
</table>

The VkVideoEncodeInfoKHR structure is defined as:
typedef struct VkVideoEncodeInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEncodeFlagsKHR flags;
    VkBuffer dstBuffer;
    VkDeviceSize dstBufferOffset;
    VkDeviceSize dstBufferRange;
    VkVideoPictureResourceInfoKHR srcPictureResource;
    const VkVideoReferenceSlotInfoKHR* pSetupReferenceSlot;
    uint32_t referenceSlotCount;
    const VkVideoReferenceSlotInfoKHR* pReferenceSlots;
    uint32_t precedingExternallyEncodedBytes;
} VkVideoEncodeInfoKHR;

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is a pointer to a structure extending this structure.
• **flags** is reserved for future use.
• **dstBuffer** is the destination video bitstream buffer to write the encoded bitstream to.
• **dstBufferOffset** is the starting offset in bytes from the start of **dstBuffer** to write the encoded bitstream to.
• **dstBufferRange** is the maximum bitstream size in bytes that can be written to **dstBuffer**, starting from **dstBufferOffset**.
• **srcPictureResource** is the video picture resource to use as the encode input picture.
• **pSetupReferenceSlot** is NULL or a pointer to a VkVideoReferenceSlotInfoKHR structure specifying the reconstructed picture information.
• **referenceSlotCount** is the number of elements in the **pReferenceSlots** array.
• **pReferenceSlots** is NULL or a pointer to an array of VkVideoReferenceSlotInfoKHR structures describing the DPB slots and corresponding reference picture resources to use in this video encode operation (the set of active reference pictures).
• **precedingExternallyEncodedBytes** is the number of bytes externally encoded by the application to the video bitstream and is used to update the internal state of the implementation’s rate control algorithm to account for the bitrate budget consumed by these externally encoded bytes.

**Valid Usage**

• VUID-VkVideoEncodeInfoKHR-dstBuffer-08236
  **dstBuffer** must have been created with VK_BUFFER_USAGE_VIDEO_ENCODE_DST_BIT_KHR set
• VUID-VkVideoEncodeInfoKHR-dstBufferOffset-08237
  **dstBufferOffset** must be less than the size of **dstBuffer**
• VUID-VkVideoEncodeInfoKHR-dstBufferRange-08238
  **dstBufferRange** must be less than or equal to the size of **dstBuffer** minus **dstBufferOffset**
Valid Usage (Implicit)

- **VUID-VkVideoEncodeInfoKHR-sType-sType**
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_INFO_KHR

- **VUID-VkVideoEncodeInfoKHR-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 VkVideoEncodeH264PictureInfoKHR, VkVideoEncodeH265PictureInfoKHR, or VkVideoInlineQueryInfoKHR

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

- **VUID-VkVideoEncodeInfoKHR-flags-zerobitmask**
  flags must be 0

- **VUID-VkVideoEncodeInfoKHR-dstBuffer-parameter**
  dstBuffer must be a valid VkBuffer handle

- **VUID-VkVideoEncodeInfoKHR-srcPictureResource-parameter**
  srcPictureResource must be a valid VkVideoPictureResourceInfoKHR structure

- **VUID-VkVideoEncodeInfoKHR-pSetupReferenceSlot-parameter**
  If pSetupReferenceSlot is not NULL, pSetupReferenceSlot must be a valid pointer to a valid VkVideoReferenceSlotInfoKHR structure

- **VUID-VkVideoEncodeInfoKHR-pReferenceSlots-parameter**
  If referenceSlotCount is not 0, pReferenceSlots must be a valid pointer to an array of referenceSlotCount valid VkVideoReferenceSlotInfoKHR structures

```c
// Provided by VK_KHR_video_encode_queue
typedef VkFlags VkVideoEncodeFlagsKHR;
```

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

### 37.16. Video Encode Rate Control

The size of the encoded bitstream data produced by video encode operations is a function of the
following set of constraints:

- The capabilities of the compression algorithms defined and employed by the used video compression standard;
- Restrictions imposed by the selected video profile according to the rules defined by the used video compression standard;
- Further restrictions imposed by the capabilities supported by the implementation for the selected video profile;
- The image data in the encode input picture and the set of active reference pictures (as these affect the effectiveness of the compression algorithms employed by the video encode operations);
- The set of codec-specific and codec-independent encoding parameters provided by the application.

These also inherently define the set of decoder capabilities required for reconstructing and processing the picture data in the encoded bitstream.

Video coding uses bitrate as the quantitative metric associated with encoded bitstream data size which expresses the rate at which video bitstream data can be transferred or processed, measured in number of bits per second. This bitrate is both a function of the encoded bitstream data size of the encoded pictures as well as the frame rate used by the video sequence.

Rate control algorithms are used by video encode operations to enable adjusting encoding parameters to achieve a target bitrate, or otherwise directly or indirectly control the bitrate of the generated video bitstream data. These algorithms are usually not defined by the used video compression standard, although some video compression standards do provide non-normative guidelines for implementations.

Accordingly, this specification does not mandate implementations to produce identical encoded bitstream data outputs in response to video encode operations, however, it does define a set of codec-independent and codec-specific parameters that enable the application to control the behavior of the rate control algorithms supported by the implementation. Some of these parameters guarantee certain implementation behavior while others provide guidance for implementations to apply various rate control heuristics.

**Note**

Applications need to make sure that they configure rate control parameters appropriately and that they follow the promises made to the implementation through parameters providing guidance for the implementation’s rate control algorithms and heuristics in order to be able to get the desired rate control behavior and to be able to hit the set bitrate targets. In addition, the behavior of rate control may also differ across implementations even if the capabilities of the used video profile match between those implementations. This may happen due to implementations applying different rate control algorithms or heuristics internally, and thus even the same set of guidance parameter values may have different effects on the rate control behavior across implementations.
37.16.1. Rate Control Modes

After a video session is reset to the initial state, the default behavior and parameters of video encode rate control are entirely implementation-dependent and the application cannot affect the bitrate or quality parameters of the encoded bitstream data produced by video encode operations unless the application changes the rate control configuration of the video session, as described in the Video Coding Control section.

For each supported video profile, the implementation may expose a set of rate control modes that are available for use by the application when encoding bitstreams targeting that video profile. These modes allow using different rate control algorithms that fall into one of the following two categories:

1. Per-operation rate control
2. Stream-level rate control

In case of per-operation rate control, the bitrate of the generated video bitstream data is indirectly controlled by quality, size, or other encoding parameters specified by the application for each individual video encode operation.

In case of stream-level rate control, the application can directly specify target bitrates besides other encoding parameters to control the behavior of the rate control algorithm used by the implementation across multiple video encode operations.

The rate control modes are defined with the following enums:

```c
// Provided by VK_KHR_video_encode_queue
typedef enum VkVideoEncodeRateControlModeFlagBitsKHR {
    VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR = 0,
    VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_RATE_CONTROL_MODE_CBR_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_RATE_CONTROL_MODE_VBR_BIT_KHR = 0x00000004,
} VkVideoEncodeRateControlModeFlagBitsKHR;
```

- **VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR** specifies the use of implementation-specific rate control.
- **VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR** specifies that rate control is disabled and the application will specify per-operation rate control parameters controlling the encoding quality. In this mode implementations will encode pictures independently of the output bitrate of prior video encode operations.
  - When using an H.264 encode profile, implementations will use the QP value specified in `VkVideoEncodeH264NaluSliceInfoKHR::constantQp` to control the quality of the encoded picture.
  - When using an H.265 encode profile, implementations will use the QP value specified in `VkVideoEncodeH265NaluSliceSegmentInfoKHR::constantQp` to control the quality of the encoded picture.
- **VK_VIDEO_ENCODE_RATE_CONTROL_MODE_CBR_BIT_KHR** specifies the use of constant bitrate (CBR) rate
control mode. In this mode the implementation will attempt to produce the encoded bitstream at a constant bitrate while conforming to the constraints of other rate control parameters.

- **VK_VIDEO_ENCODE_RATE_CONTROL_MODE_VBR_BIT_KHR** specifies the use of variable bitrate (VBR) rate control mode. In this mode the implementation will produce the encoded bitstream at a variable bitrate according to the constraints of other rate control parameters.

```c
// Provided by VK_KHR_video_encode_queue
typedef VkFlags VkVideoEncodeRateControlModeFlagsKHR;
```

**37.16.2. Leaky Bucket Model**

Video encoding implementations use the *leaky bucket model* for stream-level rate control. The leaky bucket is a concept referring to the interface between the video encoder and the consumer (for example, a network connection), where the video encoder produces encoded bitstream data corresponding to the encoded pictures and adds them in the leaky bucket while its content are drained by the consumer.

Analogously, a similar leaky bucket is considered to exist at the input interface of a video decoder, into which encoded bitstream data is continuously added and is subsequently consumed by the video decoder. It is desirable to avoid overflowing or underflowing this leaky bucketed because:

- In case of an underflow, the video decoder will be unable to consume encoded bitstream data in order to decode pictures (and optionally display them).
- In case of an overflow, the leaky bucket will be unable to accommodate more encoded bitstream data and such data may need to be thrown away, leading to the loss of the corresponding encoded pictures.

These requirements can be satisfied by imposing various constraints on the encoder-side leaky bucket to avoid its overflow or underflow, depending on the used rate control algorithm and codec parameters. However, enumerating these constraints is outside the scope of this specification.

The term *virtual buffer* is often used as an alternative to refer to the leaky bucket.

This virtual buffer model is defined by the following parameters:

- The bitrate ($R$) at which the encoded bitstream is expected to be processed.
- The size ($B$) of the virtual buffer.
- The initial occupancy ($F$) of the virtual buffer.

In this model the virtual buffer is used to smooth out fluctuations in the bitrate of the encoded bitstream over time without experiencing buffer overflow or underflow, as long as the bitrate of the encoded stream does not diverge from the target bitrate for extended periods of time.

This buffering may inherently impose a processing delay, as the goal of the model is to enable
decoders maintain a consistent processing rate of an encoded bitstream with varying data rate.

The initial or start-up delay ($D$) is computed as:

$$D = \frac{F}{R}
$$

*Note*

Applications need to configure the virtual buffer with sufficient size to avoid or minimize buffer overflows and underflows while also keeping it small enough to meet their latency goals.

### 37.16.3. Rate Control Layers

Some video compression standards and video profiles allow associating encoded pictures with specific video coding layers. The name, identification, and semantics associated with such video coding layers are defined by the corresponding video compression standards.

Analogously, stream-level rate control can be configured to use one or more rate control layers:

- When a single rate control layer is configured, it is applied to all encoded pictures, regardless of the picture’s video coding layer. In this case the distribution of the available bitrate budget across video coding layers is implementation-dependent.

- When multiple rate control layers are configured, each rate control layer is applied to the corresponding video coding layer, i.e. only across encoded pictures pertaining to the corresponding video coding layer.

Individual rate control layers are identified using *layer indices* between zero and $N-1$, where $N$ is the number of active rate control layers.

Rate control layers are only applicable when using stream-level rate control modes.

### 37.16.4. Rate Control State

Rate control state is maintained by the implementation in the video session objects and its parameters are specified using an instance of the `VkVideoEncodeRateControlInfoKHR` structure. The complete rate control state of a video session is defined by the following set of parameters:

- The values of the members of the `VkVideoEncodeRateControlInfoKHR` structure used to configure the rate control state.

- The values of the members of any `VkVideoEncodeRateControlLayerInfoKHR` structures specified in `VkVideoEncodeRateControlInfoKHR::pLayers` used to configure the state of individual rate control layers.

- If the video session was created with an H.264 encode profile:
  - The values of the members of the `VkVideoEncodeH264RateControlInfoKHR` structure, if one is specified in the `pNext` chain of the `VkVideoEncodeRateControlInfoKHR` used to configure the rate control state.
The values of the members of any VkVideoEncodeH264RateControlLayerInfoKHR structures included in the pNext chain of a VkVideoEncodeRateControlLayerInfoKHR structure used to configure the state of a rate control layer.

- If the video session was created with an H.265 encode profile:
  - The values of the members of the VkVideoEncodeH265RateControlInfoKHR structure, if one is specified in the pNext chain of the VkVideoEncodeRateControlInfoKHR used to configure the rate control state.
  - The values of the members of any VkVideoEncodeH265RateControlLayerInfoKHR structures included in the pNext chain of a VkVideoEncodeRateControlLayerInfoKHR structure used to configure the state of a rate control layer.

Two rate control states match if all the parameters listed above match between them.

The VkVideoEncodeRateControlInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_queue
typedef struct VkVideoEncodeRateControlInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEncodeRateControlFlagsKHR flags;
    VkVideoEncodeRateControlModeFlagBitsKHR rateControlMode;
    uint32_t layerCount;
    const VkVideoEncodeRateControlLayerInfoKHR* pLayers;
    uint32_t virtualBufferSizeInMs;
    uint32_t initialVirtualBufferSizeInMs;
} VkVideoEncodeRateControlInfoKHR;
```

- 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.
- rateControlMode is a VkVideoEncodeRateControlModeFlagBitsKHR value specifying the rate control mode.
- layerCount specifies the number of rate control layers to use.
- pLayers is a pointer to an array of layerCount VkVideoEncodeRateControlLayerInfoKHR structures, each specifying the rate control configuration of the corresponding rate control layer.
- virtualBufferSizeInMs is the size in milliseconds of the virtual buffer used by the implementation’s rate control algorithm for the leaky bucket model, with respect to the average bitrate of the stream calculated by summing the values of the averageBitrate members of the elements of the pLayers array.
- initialVirtualBufferSizeInMs is the initial occupancy in milliseconds of the virtual buffer used by the implementation’s rate control algorithm for the leaky bucket model.

If layerCount is zero then the values of virtualBufferSizeInMs and initialVirtualBufferSizeInMs are...
ignored.

This structure **can** be specified in the following places:

- In the `pNext` chain of `VkVideoBeginCodingInfoKHR` to specify the current rate control state expected to be configured when beginning a video coding scope.
- In the `pNext` chain of `VkVideoCodingControlInfoKHR` to change the rate control configuration of the bound video session.

Including this structure in the `pNext` chain of `VkVideoCodingControlInfoKHR` and including `VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR` in `VkVideoCodingControlInfoKHR::flags` enables updating the rate control configuration of the bound video session. This replaces the entire rate control configuration of the bound video session and **may** reset the state of all enabled rate control layers to an initial state according to the codec-specific rate control semantics defined in the corresponding sections listed below.

When `layerCount` is greater than one, multiple rate control layers are configured, and each rate control layer is applied to the corresponding video coding layer identified by the index of the corresponding element of `pLayer`.

- If the video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, then this index specifies the H.264 temporal layer ID of the video coding layer the rate control layer is applied to.
- If the video session was created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then this index specifies the H.265 temporal ID of the video coding layer the rate control layer is applied to.

Additional structures providing codec-specific rate control parameters **can** be included in the `pNext` chain of `VkVideoCodingControlInfoKHR` depending on the video profile the bound video session was created. For further details see:

- Video Coding Control
- H.264 Encode Rate Control
- H.265 Encode Rate Control

The new rate control configuration takes effect when the corresponding `vkCmdControlVideoCodingKHR` is executed on the device, and only impacts video encode operations that follow in execution order.

### Valid Usage

- **VUID-VkVideoEncodeRateControlInfoKHR-rateControlMode-08248**
  If `rateControlMode` is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR` or `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR`, then `layerCount` **must** be 0
- **VUID-VkVideoEncodeRateControlInfoKHR-rateControlMode-08275**
  If `rateControlMode` is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_CBR_BIT_KHR` or `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_VBR_BIT_KHR`, then `layerCount` **must** be greater than 0
If `rateControlMode` is not `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR`, then it **must** specify one of the bits included in `VkVideoEncodeCapabilitiesKHR::rateControlModes`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile.

- **VUID-VkVideoEncodeRateControlInfoKHR-layerCount-08245**
  - The `layerCount` member **must** be less than or equal to `VkVideoEncodeCapabilitiesKHR::maxRateControlLayers`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile.

- **VUID-VkVideoEncodeRateControlInfoKHR-pLayers-08276**
  - For each element of `pLayers`, its `averageBitrate` member **must** be between 1 and `VkVideoEncodeCapabilitiesKHR::maxBitrate`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile.

- **VUID-VkVideoEncodeRateControlInfoKHR-pLayers-08277**
  - For each element of `pLayers`, its `maxBitrate` member **must** be between 1 and `VkVideoEncodeCapabilitiesKHR::maxBitrate`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile.

- **VUID-VkVideoEncodeRateControlInfoKHR-rateControlMode-08356**
  - If `rateControlMode` is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_CBR_BIT_KHR`, then for each element of `pLayers`, its `averageBitrate` member **must** equal its `maxBitrate` member.

- **VUID-VkVideoEncodeRateControlInfoKHR-rateControlMode-08278**
  - If `rateControlMode` is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_VBR_BIT_KHR`, then for each element of `pLayers`, its `averageBitrate` member **must** be less than or equal to its `maxBitrate` member.

- **VUID-VkVideoEncodeRateControlInfoKHR-layerCount-08357**
  - If `layerCount` is not zero, then `virtualBufferSizeInMs` **must** be greater than zero.

- **VUID-VkVideoEncodeRateControlInfoKHR-layerCount-08358**
  - If `layerCount` is not zero, then `initialVirtualBufferSizeInMs` **must** be less than `virtualBufferSizeInMs`.

- **VUID-VkVideoEncodeRateControlInfoKHR-videoCodecOperation-07022**
  - If the `videoCodecOperation` of the used video profile is `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, the `pNext` chain this structure is included in also includes an instance of the `VkVideoEncodeH264RateControlInfoKHR` structure, and `layerCount` is greater than 1, then `layerCount` **must** equal `VkVideoEncodeH264RateControlInfoKHR::temporalLayerCount`.

- **VUID-VkVideoEncodeRateControlInfoKHR-videoCodecOperation-07025**
  - If the `videoCodecOperation` of the used video profile is `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, the `pNext` chain this structure is included in also includes an instance of the `VkVideoEncodeH265RateControlInfoKHR` structure, and `layerCount` is greater than 1, then `layerCount` **must** equal `VkVideoEncodeH265RateControlInfoKHR::subLayerCount`. 
Valid Usage (Implicit)

- VUID-VkVideoEncodeRateControlInfoKHR-sType-sType
  
  
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_RATE_CONTROL_INFO_KHR

- VUID-VkVideoEncodeRateControlInfoKHR-flags-zerobitmask
  
  
  flags must be 0

- VUID-VkVideoEncodeRateControlInfoKHR-rateControlMode-parameter
  
  If rateControlMode is not 0, rateControlMode must be a valid
  VkVideoEncodeRateControlModeFlagBitsKHR value

- VUID-VkVideoEncodeRateControlInfoKHR-pLayers-parameter
  
  If layerCount is not 0, pLayers must be a valid pointer to an array of layerCount valid
  VkVideoEncodeRateControlLayerInfoKHR structures

```
// Provided by VK_KHR_video_encode_queue
typedef VkFlags VkVideoEncodeRateControlFlagsKHR;
```

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

Rate Control Layer State

The configuration of individual rate control layers is specified using an instance of the
VkVideoEncodeRateControlLayerInfoKHR structure.

The VkVideoEncodeRateControlLayerInfoKHR structure is defined as:

```
// Provided by VK_KHR_video_encode_queue
typedef struct VkVideoEncodeRateControlLayerInfoKHR {
  VkStructureType sType;
  const void* pNext;
  uint64_t averageBitrate;
  uint64_t maxBitrate;
  uint32_t frameRateNumerator;
  uint32_t frameRateDenominator;
} VkVideoEncodeRateControlLayerInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is a pointer to a structure extending this structure.
- averageBitrate is the average bitrate to be targeted by the implementation’s rate control algorithm.
- maxBitrate is the peak bitrate to be targeted by the implementation’s rate control algorithm.
- frameRateNumerator is the numerator of the frame rate assumed by the implementation’s rate control algorithm.
• **frameRateDenominator** is the denominator of the frame rate assumed by the implementation’s rate control algorithm.

**Note**

The ability of the implementation’s rate control algorithm to be able to match the requested average and/or peak bitrates may be limited by the set of other codec-independent and codec-specific rate control parameters specified by the application, the input content, as well as the application conforming to the rate control guidance provided to the implementation, as described earlier.

Additional structures providing codec-specific rate control parameters can be included in the `pNext` chain of `VkVideoEncodeRateControlLayerInfoKHR` depending on the video profile the bound video session was created with. For further details see:

- Video Coding Control
- H.264 Encode Rate Control
- H.265 Encode Rate Control

**Valid Usage**

- VUID-VkVideoEncodeRateControlLayerInfoKHR-frameRateNumerator-08350
  `frameRateNumerator` must be greater than zero
- VUID-VkVideoEncodeRateControlLayerInfoKHR-frameRateDenominator-08351
  `frameRateDenominator` must be greater than zero

**Valid Usage (Implicit)**

- VUID-VkVideoEncodeRateControlLayerInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_RATE_CONTROL_LAYER_INFO_KHR`
- VUID-VkVideoEncodeRateControlLayerInfoKHR-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 `VkVideoEncodeH264RateControlLayerInfoKHR` or `VkVideoEncodeH265RateControlLayerInfoKHR`
- VUID-VkVideoEncodeRateControlLayerInfoKHR-sType-unique
  The `sType` value of each struct in the `pNext` chain must be unique

### 37.17. H.264 Encode Operations

Video encode operations using an **H.264 encode profile** can be used to encode elementary video stream sequences compliant to the ITU-T H.264 Specification.

**Note**

Refer to the **Preamble** for information on how the Khronos Intellectual Property
Rights Policy relates to normative references to external materials not created by Khronos.

This process is performed according to the video encode operation steps with the codec-specific semantics defined in section 8 of the ITU-T H.264 Specification as follows:

- Syntax elements, derived values, and other parameters are applied from the following structures:
  - The StdVideoH264SequenceParameterSet structure corresponding to the active SPS specifying the H.264 sequence parameter set.
  - The StdVideoH264PictureParameterSet structure corresponding to the active PPS specifying the H.264 picture parameter set.
  - The StdVideoEncodeH264PictureInfo structure specifying the H.264 picture information.
  - The StdVideoEncodeH264SliceHeader structures specifying the H.264 slice header parameters for each encoded H.264 slice.
  - The StdVideoEncodeH264ReferenceInfo structures specifying the H.264 reference information corresponding to the optional reconstructed picture and any active reference pictures.

- The encoded bitstream data is written to the destination video bitstream buffer range as defined in the H.264 Encode Bitstream Data Access section.

- Picture data in the video picture resources corresponding to the used encode input picture, active reference pictures, and optional reconstructed picture is accessed as defined in the H.264 Encode Picture Data Access section.

- The decision on reference picture setup is made according to the parameters specified in the H.264 picture information.

If the parameters adhere to the syntactic and semantic requirements defined in the corresponding sections of the ITU-T H.264 Specification, as described above, and the DPB slots associated with the active reference pictures all refer to valid picture references, then the video encode operation will complete successfully. Otherwise, the video encode operation may complete unsuccessfully.

### 37.17.1. H.264 Encode Parameter Overrides

Implementations may override, unless otherwise specified, any of the H.264 encode parameters specified in the following Video Std structures:

- StdVideoH264SequenceParameterSet
- StdVideoH264PictureParameterSet
- StdVideoEncodeH264PictureInfo
- StdVideoEncodeH264SliceHeader
- StdVideoEncodeH264ReferenceInfo

All such H.264 encode parameter overrides must fulfill the conditions defined in the Video Encode Parameter Overrides section.
In addition, implementations **must** not override any of the following H.264 encode parameters:

- `StdVideoEncodeH264PictureInfo::primary_pic_type`
- `StdVideoEncodeH264SliceHeader::slice_type`

In case of H.264 encode parameters stored in video session parameters objects, applications need to use the `vkGetEncodedVideoSessionParametersKHR` command to determine whether any implementation overrides happened. If the query indicates that implementation overrides were applied, then the application needs to retrieve and use the encoded H.264 parameter sets in the bitstream in order to be able to produce a compliant H.264 video bitstream using the H.264 encode parameters stored in the video session parameters object.

In case of any H.264 encode parameters stored in the encoded bitstream produced by video encode operations, if the implementation supports the `VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR` video encode feedback query flag, the application can use such queries to retrieve feedback about whether any implementation overrides have been applied to those H.264 encode parameters.

### 37.17.2. H.264 Encode Bitstream Data Access

Each video encode operation writes one or more VCL NAL units comprising of slice headers and data of the encoded picture, in the format defined in sections 7.3.3 and 7.3.4, according to the semantics defined in sections 7.4.3 and 7.4.4 of the ITU-T H.264 Specification, respectively. The number of VCL NAL units written is specified by `VkVideoEncodeH264PictureInfoKHR::naluSliceEntryCount`.

In addition, if `VkVideoEncodeH264PictureInfoKHR::generatePrefixNalu` is set to `VK_TRUE` for the video encode operation, then an additional prefix NAL unit is written before each VCL NAL unit corresponding to individual slices in the format defined in section 7.3.2.12, according to the semantics defined in section 7.4.2.12 of the ITU-T H.264 Specification, respectively.

### 37.17.3. H.264 Encode Picture Data Access

Accesses to image data within a video picture resource happen at the granularity indicated by `VkVideoCapabilitiesKHR::pictureAccessGranularity`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile. Accordingly, the complete image subregion of a `encode input picture`, `reference picture`, or `reconstructed picture` accessed by video coding operations using an H.264 encode profile is defined as the set of texels within the coordinate range:

\[ ([0, \text{endX}]),[0, \text{endY}) \]

Where:

- `endX` equals `codedExtent.width` rounded up to the nearest integer multiple of `pictureAccessGranularity.width` and clamped to the width of the image subresource referred to by the corresponding `VkVideoPictureResourceInfoKHR` structure;
- `endY` equals `codedExtent.height` rounded up to the nearest integer multiple of...
pictureAccessGranularity.height and clamped to the height of the image subresource referred to by the corresponding VkVideoPictureResourceInfoKHR structure;

Where codedExtent is the member of the VkVideoPictureResourceInfoKHR structure corresponding to the picture.

In case of video encode operations using an H.264 encode profile, any access to a picture at the coordinates \((x, y)\), as defined by the ITU-T H.264 Specification, is an access to the image subresource referred to by the corresponding VkVideoPictureResourceInfoKHR structure at the texel coordinates \((x, y)\).

Implementations may choose not to access some or all texels within particular reference pictures available to a video encode operation (e.g. due to video encode parameter overrides restricting the effective set of used reference pictures, or if the encoding algorithm chooses not to use certain subregions of the reference picture data for sample prediction).

### 37.17.4. H.264 Frame, Picture, and Slice

H.264 pictures are partitioned into slices, as defined in section 6.3 of the ITU-T H.264 Specification.

Video encode operations using an H.264 encode profile can encode slices of different types, as defined in section 7.4.3 of the ITU-T H.264 Specification, by specifying the corresponding enumeration constant value in StdVideoEncodeH264SliceHeader::slice_type in the H.264 slice header parameters from the Video Std enumeration type StdVideoH264SliceType:

- STD_VIDEO_H264_SLICE_TYPE_P indicates that the slice is a \(P\) slice as defined in section 3.109 of the ITU-T H.264 Specification.
- STD_VIDEO_H264_SLICE_TYPE_B indicates that the slice is a \(B\) slice as defined in section 3.9 of the ITU-T H.264 Specification.
- STD_VIDEO_H264_SLICE_TYPE_I indicates that the slice is an \(I\) slice as defined in section 3.66 of the ITU-T H.264 Specification.

Pictures constructed from such slices can be of different types, as defined in section 7.4.2.4 of the ITU-T H.264 Specification. Video encode operations using an H.264 encode profile can encode pictures of a specific type by specifying the corresponding enumeration constant value in StdVideoEncodeH264PictureInfo::primary_pic_type in the H.264 picture information from the Video Std enumeration type StdVideoH264PictureType:

- STD_VIDEO_H264_PICTURE_TYPE_P indicates that the picture is a \(P\) picture. A frame consisting of a \(P\) picture is also referred to as a \(P\) frame.
- STD_VIDEO_H264_PICTURE_TYPE_B indicates that the picture is a \(B\) picture. A frame consisting of a \(B\) picture is also referred to as a \(B\) frame.
- STD_VIDEO_H264_PICTURE_TYPE_I indicates that the picture is an \(I\) picture. A frame consisting of an \(I\) picture is also referred to as an \(I\) frame.
- STD_VIDEO_H264_PICTURE_TYPE_IDR indicates that the picture is a special type of \(I\) picture called an IDR picture as defined in section 3.69 of the ITU-T H.264 Specification. A frame consisting of an IDR picture is also referred to as an IDR frame.
37.17.5. H.264 Encode Profile

A video profile supporting H.264 video encode operations is specified by setting `VkVideoProfileInfoKHR::videoCodecOperation` to `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR` and adding a `VkVideoEncodeH264ProfileInfoKHR` structure to the `VkVideoProfileInfoKHR::pNext` chain.

The `VkVideoEncodeH264ProfileInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264ProfileInfoKHR {
    VkStructureType sType;
    const void* pNext;
    StdVideoH264ProfileIdc stdProfileIdc;
} VkVideoEncodeH264ProfileInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `stdProfileIdc` is a `StdVideoH264ProfileIdc` value specifying the H.264 codec profile IDC, as defined in section A.2 of the ITU-T H.264 Specification.

**Valid Usage (Implicit)**

- `VUID-VkVideoEncodeH264ProfileInfoKHR-sType-sType` `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_PROFILE_INFO_KHR`

37.17.6. H.264 Encode Capabilities

When calling `vkGetPhysicalDeviceVideoCapabilitiesKHR` to query the capabilities for an H.264 encode profile, the `VkVideoCapabilitiesKHR::pNext` chain must include a `VkVideoEncodeH264CapabilitiesKHR` structure that will be filled with the profile-specific capabilities.

The `VkVideoEncodeH264CapabilitiesKHR` structure is defined as:
// Provided by VK_KHR_video_encode_h264

typedef struct VkVideoEncodeH264CapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoEncodeH264CapabilityFlagsKHR flags;
    StdVideoH264LevelIdc maxLevelIdc;
    uint32_t maxSliceCount;
    uint32_t maxPPictureL0ReferenceCount;
    uint32_t maxBPictureL0ReferenceCount;
    uint32_t maxL1ReferenceCount;
    uint32_t maxTemporalLayerCount;
    VkBool32 expectDyadicTemporalLayerPattern;
    int32_t minQp;
    int32_t maxQp;
    VkBool32 prefersGopRemainingFrames;
    VkBool32 requiresGopRemainingFrames;
    VkVideoEncodeH264StdFlagsKHR stdSyntaxFlags;
} VkVideoEncodeH264CapabilitiesKHR;

• 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 VkVideoEncodeH264CapabilityFlagBitsKHR indicating supported H.264 encoding capabilities.
• maxLevelIdc is a StdVideoH264LevelIdc value indicating the maximum H.264 level supported by the profile, where enum constant STD_VIDEO_H264_LEVEL_IDC_<major>_<minor> identifies H.264 level <major>.<minor> as defined in section A.3 of the ITU-T H.264 Specification.
• maxSliceCount indicates the maximum number of slices that can be encoded for a single picture. Further restrictions may apply to the number of slices that can be encoded for a single picture depending on other capabilities and codec-specific rules.
• maxPPictureL0ReferenceCount indicates the maximum number of reference pictures the implementation supports in the reference list L0 for P pictures.

Note
As implementations may override the reference lists, maxPPictureL0ReferenceCount does not limit the number of elements that the application can specify in the L0 reference list for P pictures. However, if maxPPictureL0ReferenceCount is zero, then the use of P pictures is not allowed.

• maxBPictureL0ReferenceCount indicates the maximum number of reference pictures the implementation supports in the reference list L0 for B pictures.
• maxL1ReferenceCount indicates the maximum number of reference pictures the implementation supports in the reference list L1 if encoding of B pictures is supported.

Note
As implementations may override the reference lists,
maxBPictureL0ReferenceCount and maxL1ReferenceCount does not limit the number of elements that the application can specify in the L0 and L1 reference lists for B pictures. However, if maxBPictureL0ReferenceCount and maxL1ReferenceCount are both zero, then the use of B pictures is not allowed.

- maxTemporalLayerCount indicates the maximum number of H.264 temporal layers supported by the implementation.
- expectDyadicTemporalLayerPattern indicates that the implementation's rate control algorithms expect the application to use a dyadic temporal layer pattern when encoding multiple temporal layers.
- minQp indicates the minimum QP value supported.
- maxQp indicates the maximum QP value supported.
- prefersGopRemainingFrames indicates that the implementation's rate control algorithm prefers the application to specify the number of frames of each type remaining in the current group of pictures when beginning a video coding scope.
- requiresGopRemainingFrames indicates that the implementation's rate control algorithm requires the application to specify the number of frames of each type remaining in the current group of pictures when beginning a video coding scope.
- stdSyntaxFlags is a bitmask of VkVideoEncodeH264StdFlagBitsKHR indicating capabilities related to H.264 syntax elements.

Valid Usage (Implicit)

- VUID-VkVideoEncodeH264CapabilitiesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_CAPABILITIES_KHR

Bits which may be set in VkVideoEncodeH264CapabilitiesKHR::flags, indicating the H.264 encoding capabilities supported, are:

```c
typedef enum VkVideoEncodeH264CapabilityFlagBitsKHR {
    VK_VIDEO_ENCODE_H264_CAPABILITY_HRD_COMPLIANCE_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H264_CAPABILITY_PREDICTION_WEIGHT_TABLE_GENERATED_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H264_CAPABILITY_ROW_UNALIGNED_SLICE_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H264_CAPABILITY_DIFFERENT_SLICE_TYPE_BIT_KHR = 0x00000008,
    VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_KHR = 0x00000010,
    VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L1_LIST_BIT_KHR = 0x00000020,
    VK_VIDEO_ENCODE_H264_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR = 0x00000040,
    VK_VIDEO_ENCODE_H264_CAPABILITY_PER_SLICE_CONSTANT_QP_BIT_KHR = 0x00000080,
    VK_VIDEO_ENCODE_H264_CAPABILITY_GENERATE_PREFIX_NALU_BIT_KHR = 0x00000100,
} VkVideoEncodeH264CapabilityFlagBitsKHR;
```

- VK_VIDEO_ENCODE_H264_CAPABILITY_HRD_COMPLIANCE_BIT_KHR indicates whether the implementation
may be able to generate HRD compliant bitstreams if any of the
nal_hrd_parameters_present_flag or vcl_hrd_parameters_present_flag members of
StdVideoH264SpsVuiFlags are set to 1 in the active SPS.

• VK_VIDEO_ENCODE_H264_CAPABILITY_PREDICTION_WEIGHT_TABLE_GENERATED_BIT_KHR indicates that if
StdVideoH264PpsFlags::weighted_pred_flag is set to 1 or StdVideoH264PictureParameterSet
::weighted_bipred_idc is set to STD_VIDEO_H264_WEIGHTED_BIPRED_IDC_EXPLICIT in the active PPS
when encoding a P picture or B picture, respectively, then the implementation is able to
internally decide syntax for pred_weight_table, as defined in section 7.4.3.2 of the ITU-T H.264
Specification, and the application is not required to provide a weight table in the H.264 slice
header parameters.

• VK_VIDEO_ENCODE_H264_CAPABILITY_ROW_UNALIGNED_SLICE_BIT_KHR indicates that each slice in a
frame with multiple slices may begin or finish at any offset in a macroblock row. If not
supported, all slices in the frame must begin at the start of a macroblock row (and hence each
slice must finish at the end of a macroblock row).

• VK_VIDEO_ENCODE_H264_CAPABILITY_DIFFERENT_SLICE_TYPE_BIT_KHR indicates that when a frame is
encoded with multiple slices, the implementation allows encoding each slice with a different
StdVideoEncodeH264SliceHeader::slice_type specified in the H.264 slice header parameters. If not
supported, all slices of the frame must be encoded with the same slice_type which corresponds
to the picture type of the frame.

• VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_KHR indicates support for using a B
frame as L0 reference, as specified in StdVideoEncodeH264ReferenceListsInfo::RefPicList0 in the
H.264 picture information.

• VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L1_LIST_BIT_KHR indicates support for using a B
frame as L1 reference, as specified in StdVideoEncodeH264ReferenceListsInfo::RefPicList1 in the
H.264 picture information.

• VK_VIDEO_ENCODE_H264_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR indicates support for
specifying different QP values in the members of VkVideoEncodeH264QpKHR.

• VK_VIDEO_ENCODE_H264_CAPABILITY_PER_SLICE_CONSTANT_QP_BIT_KHR indicates support for
specifying different constant QP values for each slice.

• VK_VIDEO_ENCODE_H264_CAPABILITY_GENERATE_PREFIX_NALU_BIT_KHR indicates support for generating
prefix NAL units by setting VkVideoEncodeH264PictureInfoKHR::generatePrefixNalu to VK_TRUE.

// Provided by VK_KHR_video_encode_h264
typedef VkFlags VkVideoEncodeH264CapabilityFlagsKHR;

VkVideoEncodeH264CapabilityFlagsKHR is a bitmask type for setting a mask of zero or more
VkVideoEncodeH264CapabilityFlagBitsKHR.

Bits which may be set in VkVideoEncodeH264CapabilitiesKHR::stdSyntaxFlags, indicating the
capabilities related to the H.264 syntax elements, are:
// Provided by VK_KHR_video_encode_h264

typedef enum VkVideoEncodeH264StdFlagBitsKHR {
    VK_VIDEO_ENCODE_H264_STD_SEPARATE_COLOR_PLANE_FLAG_SET_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H264_STD_QPPRIME_Y_ZERO_TRANSFORM_BYPASS_FLAG_SET_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H264_STD_SCALING_MATRIX_PRESENT_FLAG_SET_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H264_STD_CHROMA_QP_INDEX_OFFSET_BIT_KHR = 0x00000008,
    VK_VIDEO_ENCODE_H264_STD_SECOND_CHROMA_QP_INDEX_OFFSET_BIT_KHR = 0x00000010,
    VK_VIDEO_ENCODE_H264_STD_PIC_INIT_QP_MINUS26_BIT_KHR = 0x00000020,
    VK_VIDEO_ENCODE_H264_STD_WEIGHTED_PRED_FLAG_SET_BIT_KHR = 0x00000040,
    VK_VIDEO_ENCODE_H264_STD_WEIGHTED_BIPRED_IDC_EXPLICIT_BIT_KHR = 0x00000080,
    VK_VIDEO_ENCODE_H264_STD_WEIGHTED_BIPRED_IDC_IMPLICIT_BIT_KHR = 0x00000100,
    VK_VIDEO_ENCODE_H264_STD_TRANSFORM_8X8_MODE_FLAG_SET_BIT_KHR = 0x00000200,
    VK_VIDEO_ENCODE_H264_STD_DIRECT_SPATIAL_MV_PRED_FLAG_UNSET_BIT_KHR = 0x00000400,
    VK_VIDEO_ENCODE_H264_STD_ENTROPY_CODING_MODE_FLAG_UNSET_BIT_KHR = 0x00000800,
    VK_VIDEO_ENCODE_H264_STD_ENTROPY_CODING_MODE_FLAG_SET_BIT_KHR = 0x00001000,
    VK_VIDEO_ENCODE_H264_STD_DIRECT_8X8_INFERENCE_FLAG_UNSET_BIT_KHR = 0x00002000,
    VK_VIDEO_ENCODE_H264_STD_CONSTRAINED_INTRA_PRED_FLAG_SET_BIT_KHR = 0x00004000,
    VK_VIDEO_ENCODE_H264_STD_DEBLOCKING_FILTER_DISABLED_BIT_KHR = 0x00008000,
    VK_VIDEO_ENCODE_H264_STD_DEBLOCKING_FILTER_ENABLED_BIT_KHR = 0x00010000,
    VK_VIDEO_ENCODE_H264_STD_DEBLOCKING_FILTER_PARTIAL_BIT_KHR = 0x00020000,
    VK_VIDEO_ENCODE_H264_STD_SLICE_QP_DELTA_BIT_KHR = 0x00080000,
    VK_VIDEO_ENCODE_H264_STD_DIFFERENT_SLICE_QP_DELTA_BIT_KHR = 0x00100000,
} VkVideoEncodeH264StdFlagBitsKHR;

• VK_VIDEO_ENCODE_H264_STD_SEPARATE_COLOR_PLANE_FLAG_SET_BIT_KHR indicates whether the implementation supports using the application-provided value for StdVideoH264SpsFlags::separate_colour_plane_flag in the SPS when that value is 1.

• VK_VIDEO_ENCODE_H264_STD_QPPRIME_Y_ZERO_TRANSFORM_BYPASS_FLAG_SET_BIT_KHR indicates whether the implementation supports using the application-provided value for StdVideoH264SpsFlags::qpprime_y_zero_transform_bypass_flag in the SPS when that value is 1.

• VK_VIDEO_ENCODE_H264_STD_SCALING_MATRIX_PRESENT_FLAG_SET_BIT_KHR indicates whether the implementation supports using the application-provided value for StdVideoH264SpsFlags::seq_scaling_matrix_present_flag in the SPS and StdVideoH264PpsFlags::pic_scaling_matrix_present_flag in the PPS when any of those values are 1.

• VK_VIDEO_ENCODE_H264_STD_CHROMA_QP_INDEX_OFFSET_BIT_KHR indicates whether the implementation supports using the application-provided value for StdVideoH264PictureParameterSet::chroma_qp_index_offset in the PPS when that value is non-zero.

• VK_VIDEO_ENCODE_H264_STD_SECOND_CHROMA_QP_INDEX_OFFSET_BIT_KHR indicates whether the implementation supports using the application-provided value for StdVideoH264PictureParameterSet::second_chroma_qp_index_offset in the PPS when that value is non-zero.

• VK_VIDEO_ENCODE_H264_STD_PIC_INIT_QP_MINUS26_BIT_KHR indicates whether the implementation supports using the application-provided value for StdVideoH264PictureParameterSet::pic_init_qp_minus26 in the PPS when that value is non-zero.
• **VK_VIDEO_ENCODE_H264_STD_WEIGHTED_PRED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH264PpsFlags::weighted_pred_flag` in the **PPS** when that value is `1`.

• **VK_VIDEO_ENCODE_H264_STD_WEIGHTED_BIPRED_IDC_EXPLICIT_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH264PictureParameterSet::weighted_bipred_idc` in the **PPS** when that value is `STD_VIDEO_H264_WEIGHTED_BIPRED_IDC_EXPLICIT`.

• **VK_VIDEO_ENCODE_H264_STD_WEIGHTED_BIPRED_IDC_IMPLICIT_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH264PictureParameterSet::weighted_bipred_idc` in the **PPS** when that value is `STD_VIDEO_H264_WEIGHTED_BIPRED_IDC_IMPLICIT`.

• **VK_VIDEO_ENCODE_H264_STD_TRANSFORM_8X8_MODE_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH264PpsFlags::transform_8x8_mode_flag` in the **PPS** when that value is `1`.

• **VK_VIDEO_ENCODE_H264_STD_DIRECT_SPATIAL_MV_PRED_FLAG_UNSET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH264SliceHeaderFlags::direct_spatial_mv_pred_flag` in the H.264 slice header parameters when that value is `0`.

• **VK_VIDEO_ENCODE_H264_STD_ENTROPY_CODING_MODE_FLAG_UNSET_BIT_KHR** indicates whether the implementation supports CAVLC entropy coding, as defined in section 9.2 of the ITU-T H.264 Specification, and thus supports using the application-provided value for `StdVideoH264PpsFlags::entropy_coding_mode_flag` in the **PPS** when that value is `0`.

• **VK_VIDEO_ENCODE_H264_STD_ENTROPY_CODING_MODE_FLAG_SET_BIT_KHR** indicates whether the implementation supports CABAC entropy coding, as defined in section 9.3 of the ITU-T H.264 Specification, and thus supports using the application-provided value for `StdVideoH264PpsFlags::entropy_coding_mode_flag` in the **PPS** when that value is `1`.

• **VK_VIDEO_ENCODE_H264_STD_DIRECT_8X8_INFERENCE_FLAG_UNSET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH264SpsFlags::direct_8x8_inference_flag` in the **SPS** when that value is `0`.

• **VK_VIDEO_ENCODE_H264_STD_CONSTRAINED_INTRA_PRED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH264PpsFlags::constrained_intra_pred_flag` in the **PPS** when that value is `1`.

• **VK_VIDEO_ENCODE_H264_STD_DEBLOCKING_FILTER_DISABLED_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH264SliceHeader::disable_deblocking_filter_idc` in the H.264 slice header parameters when that value is `STD_VIDEO_H264_DISABLE_DEBLOCKING_FILTER_IDC_DISABLED`.

• **VK_VIDEO_ENCODE_H264_STD_DEBLOCKING_FILTER_ENABLED_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH264SliceHeader::disable_deblocking_filter_idc` in the H.264 slice header parameters when that value is `STD_VIDEO_H264_DISABLE_DEBLOCKING_FILTER_IDC_ENABLED`.

• **VK_VIDEO_ENCODE_H264_STD_DEBLOCKING_FILTER_PARTIAL_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH264SliceHeader::disable_deblocking_filter_idc` in the H.264 slice header parameters when that value is `STD_VIDEO_H264_DISABLE_DEBLOCKING_FILTER_IDC_PARTIAL`.
parameters when that value is \texttt{STD\_VIDEO\_H264\_DISABLE\_DEBLOCKING\_FILTER\_IDC\_PARTIAL}.

- \texttt{VK\_VIDEO\_ENCODE\_H264\_STD\_SLICE\_QP\_DELTA\_BIT\_KHR} indicates whether the implementation supports using the application-provided value for \texttt{StdVideoEncodeH264SliceHeader::slice\_qp\_delta} in the \texttt{H.264 slice header parameters} when that value is identical across the slices of the encoded frame.

- \texttt{VK\_VIDEO\_ENCODE\_H264\_STD\_DIFFERENT\_SLICE\_QP\_DELTA\_BIT\_KHR} indicates whether the implementation supports using the application-provided value for \texttt{StdVideoEncodeH264SliceHeader::slice\_qp\_delta} in the \texttt{H.264 slice header parameters} when that value is different across the slices of the encoded frame.

These capability flags provide information to the application about specific \texttt{H.264 syntax element} values that the implementation supports without having to override them and do not otherwise restrict the values that the application can specify for any of the mentioned \texttt{H.264 syntax elements}.

```c
// Provided by VK\_KHR\_video\_encode\_h264
typedef VkFlags VkVideoEncodeH264StdFlagsKHR;
```

\texttt{VkVideoEncodeH264StdFlagsKHR} is a bitmask type for setting a mask of zero or more \texttt{VkVideoEncodeH264StdFlagBitsKHR}.

### 37.17.7. \texttt{H.264 Encode Quality Level Properties}

When calling \texttt{vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR} with \texttt{pVideoProfile->videoCodecOperation} specified as \texttt{VK\_VIDEO\_CODEC\_OPERATION\_ ENCODE\_H264\_BIT\_KHR}, the \texttt{VkVideoEncodeH264QualityLevelPropertiesKHR} structure must be included in the \texttt{pNext} chain of the \texttt{VkVideoEncodeQualityLevelPropertiesKHR} structure to retrieve additional video encode quality level properties specific to \texttt{H.264 encoding}.

The \texttt{VkVideoEncodeH264QualityLevelPropertiesKHR} structure is defined as:

```c
// Provided by VK\_KHR\_video\_encode\_h264
typedef struct VK\_VideoEncodeH264QualityLevelPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoEncodeH264RateControlFlagsKHR preferredRateControlFlags;
    uint32_t preferredGopFrameCount;
    preferredIdrPeriod;
    preferredConsecutiveBFrameCount;
    preferredTemporalLayerCount;
    VkVideoEncodeH264QpKHR preferredConstantQp;
    uint32_t preferredMaxL0ReferenceCount;
    uint32_t preferredMaxL1ReferenceCount;
    VkVideoEncodeH264QpKHR preferredStdEntropyCodingModeFlag;
} VkVideoEncodeH264QualityLevelPropertiesKHR;
```

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

• **preferredRateControlFlags** is a bitmask of [VkVideoEncodeH264RateControlFlagBitsKHR](https://registry.khronos.org/vulkan/specs/1.3-extensions/man/html/VkVideoEncodeH264RateControlFlagBitsKHR.html)
values indicating the preferred flags to use for `VkVideoEncodeH264RateControlInfoKHR::flags`.

• **preferredGopFrameCount** indicates the preferred value to use for `VkVideoEncodeH264RateControlInfoKHR::gopFrameCount`.

• **preferredIdrPeriod** indicates the preferred value to use for `VkVideoEncodeH264RateControlInfoKHR::idrPeriod`.

• **preferredConsecutiveBFrameCount** indicates the preferred value to use for `VkVideoEncodeH264RateControlInfoKHR::consecutiveBFrameCount`.

• **preferredTemporalLayerCount** indicates the preferred value to use for `VkVideoEncodeH264RateControlInfoKHR::temporalLayerCount`.

• **preferredConstantQp** indicates the preferred values to use for `VkVideoEncodeH264NaluSliceInfoKHR::constantQp` for each picture type when using rate control mode `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR`.

• **preferredMaxL0ReferenceCount** indicates the preferred maximum number of reference pictures to use in the reference list L0.

• **preferredMaxL1ReferenceCount** indicates the preferred maximum number of reference pictures to use in the reference list L1.

• **preferredStdEntropyCodingModeFlag** indicates the preferred value to use for `entropy_coding_mode_flag` in StdVideoH264PpsFlags.

### Valid Usage (Implicit)

- **VUID-VkVideoEncodeH264QualityLevelPropertiesKHR-sType-sType**
  - The `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_QUALITY_LEVEL_PROPERTIES_KHR`.

### 37.17.8. H.264 Encode Session

Additional parameters can be specified when creating a video session with an H.264 encode profile by including an instance of the `VkVideoEncodeH264SessionCreateInfoKHR` structure in the `pNext` chain of `VkVideoSessionCreateInfoKHR`.

The `VkVideoEncodeH264SessionCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264SessionCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 useMaxLevelIdc;
    StdVideoH264LevelIdc maxLevelIdc;
} VkVideoEncodeH264SessionCreateInfoKHR;
```

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

• useMaxLevelIdc indicates whether the value of maxLevelIdc should be used by the implementation. When it is set to VK_FALSE, the implementation ignores the value of maxLevelIdc and uses the value of VkVideoEncodeH264CapabilitiesKHR:maxLevelIdc, as reported by vkGetPhysicalDeviceVideoCapabilitiesKHR for the video profile.

• maxLevelIdc is a StdVideoH264LevelIdc value specifying the upper bound on the H.264 level for the video bitstreams produced by the created video session, where enum constant STD_VIDEO_H264_LEVEL_IDC_<major>_<minor> identifies H.264 level <major>.<minor> as defined in section A.3 of the ITU-T H.264 Specification.

Valid Usage (Implicit)

• VUID-VkVideoEncodeH264SessionCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_CREATE_INFO_KHR

37.17.9. H.264 Encode Parameter Sets

Video session parameters objects created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR can contain the following types of parameters:

H.264 Sequence Parameter Sets (SPS)

Represented by StdVideoH264SequenceParameterSet structures and interpreted as follows:

• reserved1 and reserved2 are used only for padding purposes and are otherwise ignored;
• seq_parameter_set_id is used as the key of the SPS entry;
• level_idc is one of the enum constants STD_VIDEO_H264_LEVEL_IDC_<major>_<minor> identifying the H.264 level <major>.<minor> as defined in section A.3 of the ITU-T H.264 Specification;
• if flags.seq_scaling_matrix_present_flag is set, then the StdVideoH264ScalingLists structure pointed to by pScalingLists is interpreted as follows:
  ◦ scaling_list_present_mask is a bitmask where bit index i corresponds to seq_scaling_list_present_flag[i] as defined in section 7.4.2.1 of the ITU-T H.264 Specification;
  ◦ use_default_scaling_matrix_mask is a bitmask where bit index i corresponds to UseDefaultScalingMatrix4x4Flag[i], when i < 6, or corresponds to UseDefaultScalingMatrix8x8Flag[i-6], otherwise, as defined in section 7.3.2.1 of the ITU-T H.264 Specification;
  ◦ ScalingList4x4 and ScalingList8x8 correspond to the identically named syntax elements defined in section 7.3.2.1 of the ITU-T H.264 Specification;
• if flags.vui_parameters_present_flag is set, then pSequenceParameterSetVui is a pointer to a StdVideoH264SequenceParameterSetVui structure that is interpreted as follows:
  ◦ reserved1 is used only for padding purposes and is otherwise ignored;
if flags.nal_hrd_parameters_present_flag or flags.vcl_hrd_parameters_present_flag is set, then the StdVideoH264HrdParameters structure pointed to by pHrdParameters is interpreted as follows:

- reserved1 is used only for padding purposes and is otherwise ignored;
- all other members of StdVideoH264HrdParameters are interpreted as defined in section E.2.2 of the ITU-T H.264 Specification;
- all other members of StdVideoH264SequenceParameterSetVui are interpreted as defined in section E.2.1 of the ITU-T H.264 Specification;

all other members of StdVideoH264SequenceParameterSet are interpreted as defined in section 7.4.2.1 of the ITU-T H.264 Specification.

H.264 Picture Parameter Sets (PPS)
Represented by StdVideoH264PictureParameterSet structures and interpreted as follows:

- the pair constructed from seq_parameter_set_id and pic_parameter_set_id is used as the key of the PPS entry;
- if flags.pic_scaling_matrix_present_flag is set, then the StdVideoH264ScalingLists structure pointed to by pScalingLists is interpreted as follows:
  - scaling_list_present_mask is a bitmask where bit index i corresponds to pic_scaling_list_present_flag[i] as defined in section 7.4.2.2 of the ITU-T H.264 Specification;
  - use_default_scaling_matrix_mask is a bitmask where bit index i corresponds to UseDefaultScalingMatrix4x4Flag[i], when i < 6, or corresponds to UseDefaultScalingMatrix8x8Flag[i-6], otherwise, as defined in section 7.3.2.2 of the ITU-T H.264 Specification;
  - ScalingList4x4 and ScalingList8x8 correspond to the identically named syntax elements defined in section 7.3.2.2 of the ITU-T H.264 Specification;
  - all other members of StdVideoH264PictureParameterSet are interpreted as defined in section 7.4.2.2 of the ITU-T H.264 Specification.

Implementations may override any of these parameters according to the semantics defined in the Video Encode Parameter Overrides section before storing the resulting H.264 parameter sets into the video session parameters object. Applications need to use the vkGetEncodedVideoSessionParametersKHR command to determine whether any implementation overrides happened and to retrieve the encoded H.264 parameter sets in order to be able to produce a compliant H.264 video bitstream.

Such H.264 parameter set overrides may also have cascading effects on the implementation overrides applied to the encoded bitstream produced by video encode operations. If the implementation supports the VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR video encode feedback query flag, then the application can use such queries to retrieve feedback about whether any implementation overrides have been applied to the encoded bitstream.
When a video session parameters object is created with the codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, the VkVideoSessionParametersCreateInfoKHR::pNext chain must include a VkVideoEncodeH264SessionParametersCreateInfoKHR structure specifying the capacity and initial contents of the object.

The VkVideoEncodeH264SessionParametersCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264SessionParametersCreateInfoKHR {
    VkStructureType      sType;
    const void*           pNext;
    uint32_t              maxStdSPSCount;
    uint32_t              maxStdPPSCount;
    const VkVideoEncodeH264SessionParametersAddInfoKHR* pParametersAddInfo;
} VkVideoEncodeH264SessionParametersCreateInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `maxStdSPSCount` is the maximum number of H.264 SPS entries the created VkVideoSessionParametersKHR can contain.
- `maxStdPPSCount` is the maximum number of H.264 PPS entries the created VkVideoSessionParametersKHR can contain.
- `pParametersAddInfo` is NULL or a pointer to a VkVideoEncodeH264SessionParametersAddInfoKHR structure specifying H.264 parameters to add upon object creation.

Valid Usage (Implicit)

- VUID-VkVideoEncodeH264SessionParametersCreateInfoKHR-sType-sType `sType` must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_CREATE_INFO_KHR
- VUID-VkVideoEncodeH264SessionParametersCreateInfoKHR-pParametersAddInfo-parameter If `pParametersAddInfo` is not NULL, `pParametersAddInfo` must be a valid pointer to a valid VkVideoEncodeH264SessionParametersAddInfoKHR structure

The VkVideoEncodeH264SessionParametersAddInfoKHR structure is defined as:
typedef struct VkVideoEncodeH264SessionParametersAddInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t stdSPSCount;
    const StdVideoH264SequenceParameterSet* pStdSPSs;
    uint32_t stdPPSCount;
    const StdVideoH264PictureParameterSet* pStdPPSs;
} VkVideoEncodeH264SessionParametersAddInfoKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• stdSPSCount is the number of elements in the pStdSPSs array.
• pStdSPSs is a pointer to an array of StdVideoH264SequenceParameterSet structures describing the H.264 SPS entries to add.
• stdPPSCount is the number of elements in the pStdPPSs array.
• pStdPPSs is a pointer to an array of StdVideoH264PictureParameterSet structures describing the H.264 PPS entries to add.

This structure can be specified in the following places:

• In the pParametersAddInfo member of the VkVideoEncodeH264SessionParametersCreateInfoKHR structure specified in the pNext chain of VkVideoSessionParametersCreateInfoKHR used to create a video session parameters object. In this case, if the video codec operation the video session parameters object is created with is VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then it defines the set of initial parameters to add to the created object (see Creating Video Session Parameters).

• In the pNext chain of VkVideoSessionParametersUpdateInfoKHR. In this case, if the video codec operation the video session parameters object to be updated was created with is VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, then it defines the set of parameters to add to it (see Updating Video Session Parameters).

Valid Usage

• VUID-VkVideoEncodeH264SessionParametersAddInfoKHR-None-04837
  The seq_parameter_set_id member of each StdVideoH264SequenceParameterSet structure specified in the elements of pStdSPSs must be unique within pStdSPSs

• VUID-VkVideoEncodeH264SessionParametersAddInfoKHR-None-04838
  The pair constructed from the seq_parameter_set_id and pic_parameter_set_id members of each StdVideoH264PictureParameterSet structure specified in the elements of pStdPPSs must be unique within pStdPPSs
Valid Usage (Implicit)

- VUID-VkVideoEncodeH264SessionParametersAddInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_ADD_INFO_KHR

- VUID-VkVideoEncodeH264SessionParametersAddInfoKHR-pStdSPSs-parameter
  If stdSPSCount is not 0, and pStdSPSs is not NULL, pStdSPSs must be a valid pointer to an array of stdSPSCount StdVideoH264SequenceParameterSet values

- VUID-VkVideoEncodeH264SessionParametersAddInfoKHR-pStdPPSs-parameter
  If stdPPSCount is not 0, and pStdPPSs is not NULL, pStdPPSs must be a valid pointer to an array of stdPPSCount StdVideoH264PictureParameterSet values

The VkVideoEncodeH264SessionParametersGetInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264SessionParametersGetInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 writeStdSPS;
    VkBool32 writeStdPPS;
    uint32_t stdSPSId;
    uint32_t stdPPSId;
} VkVideoEncodeH264SessionParametersGetInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- writeStdSPS indicates whether the encoded H.264 sequence parameter set identified by stdSPSId is requested to be retrieved.
- writeStdPPS indicates whether the encoded H.264 picture parameter set identified by the pair constructed from stdSPSId and stdPPSId is requested to be retrieved.
- stdSPSId specifies the H.264 sequence parameter set ID used to identify the retrieved H.264 sequence and/or picture parameter set(s).
- stdPPSId specifies the H.264 picture parameter set ID used to identify the retrieved H.264 picture parameter set when writeStdPPS is set to VK_TRUE.

When this structure is specified in the pNext chain of the VkVideoEncodeSessionParametersGetInfoKHR structure passed to vkGetEncodedVideoSessionParametersKHR, the command will write encoded parameter data to the output buffer in the following order:

1. The H.264 sequence parameter set identified by stdSPSId, if writeStdSPS is set to VK_TRUE.
2. The H.264 picture parameter set identified by the pair constructed from stdSPSId and stdPPSId, if writeStdPPS is set to VK_TRUE.
Valid Usage

- VUID-VkVideoEncodeH264SessionParametersGetInfoKHR-writeStdSPS-08279
  At least one of writeStdSPS and writeStdPPS must be set to VK_TRUE

Valid Usage (Implicit)

- VUID-VkVideoEncodeH264SessionParametersGetInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_GET_INFO_KHR

The VkVideoEncodeH264SessionParametersFeedbackInfoKHR structure is defined as:

```
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264SessionParametersFeedbackInfoKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 hasStdSPSOverrides;
    VkBool32 hasStdPPSOverrides;
} VkVideoEncodeH264SessionParametersFeedbackInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- hasStdSPSOverrides indicates whether any of the parameters of the requested H.264 sequence parameter set, if one was requested via VkVideoEncodeH264SessionParametersGetInfoKHR::writeStdSPS, were overridden by the implementation.
- hasStdPPSOverrides indicates whether any of the parameters of the requested H.264 picture parameter set, if one was requested via VkVideoEncodeH264SessionParametersGetInfoKHR::writeStdPPS, were overridden by the implementation.

Valid Usage (Implicit)

- VUID-VkVideoEncodeH264SessionParametersFeedbackInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_FEEDBACK_INFO_KHR

37.17.10. H.264 Encoding Parameters

The VkVideoEncodeH264PictureInfoKHR structure is defined as:
typedef struct VkVideoEncodeH264PictureInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t naluSliceEntryCount;
    const VkVideoEncodeH264NaluSliceInfoKHR* pNaluSliceEntries;
    const StdVideoEncodeH264PictureInfo* pStdPictureInfo;
    VkBool32 generatePrefixNalu;
} VkVideoEncodeH264PictureInfoKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• naluSliceEntryCount is the number of elements in pNaluSliceEntries.
• pNaluSliceEntries is a pointer to an array of naluSliceEntryCount VkVideoEncodeH264NaluSliceInfoKHR structures specifying the parameters of the individual H.264 slices to encode for the input picture.
• pStdPictureInfo is a pointer to a StdVideoEncodeH264PictureInfo structure specifying H.264 picture information.
• generatePrefixNalu controls whether prefix NALUs are generated before slice NALUs into the target bitstream, as defined in sections 7.3.2.12 and 7.4.2.12 of the ITU-T H.264 Specification.

This structure is specified in the pNext chain of the VkVideoEncodeInfoKHR structure passed to vkCmdEncodeVideoKHR to specify the codec-specific picture information for an H.264 encode operation.

Encode Input Picture Information

When this structure is specified in the pNext chain of the VkVideoEncodeInfoKHR structure passed to vkCmdEncodeVideoKHR, the information related to the encode input picture is defined as follows:

• The image subregion used is determined according to the H.264 Encode Picture Data Access section.
• The encode input picture is associated with the H.264 picture information provided in pStdPictureInfo.

Std Picture Information

The members of the StdVideoEncodeH264PictureInfo structure pointed to by pStdPictureInfo are interpreted as follows:

• flags.reserved and reserved1 are used only for padding purposes and are otherwise ignored;
• flags.IdrPicFlag as defined in section 7.4.1 of the ITU-T H.264 Specification;
• flags.is_reference as defined in section 3.136 of the ITU-T H.264 Specification;
• seq_parameter_set_id and pic_parameter_set_id are used to identify the active parameter sets, as described below;
• **primary_pic_type** as defined in section 7.4.2 of the ITU-T H.264 Specification;
• **PicOrderCnt** as defined in section 8.2 of the ITU-T H.264 Specification;
• **temporal_id** as defined in section G.7.4.1.1 of the ITU-T H.264 Specification;

if `pRefLists` is not NULL, then it is a pointer to a `StdVideoEncodeH264ReferenceListsInfo` structure that is interpreted as follows:

- **flags.reserved** is used only for padding purposes and is otherwise ignored;
- **ref_pic_list_modification_flag_l0** and **ref_pic_list_modification_flag_l1** as defined in section 7.4.3.1 of the ITU-T H.264 Specification;
- **num_ref_idx_l0_active_minus1** and **num_ref_idx_l1_active_minus1** as defined in section 7.4.3 of the ITU-T H.264 Specification;
- **RefPicList0** and **RefPicList1** as defined in section 8.2.4 of the ITU-T H.264 Specification where each element of these arrays either identifies an active reference picture using its DPB slot index or contains the value `STD_VIDEO_H264_NO_REFERENCE_PICTURE` to indicate “no reference picture”;

if `refList0ModOpCount` is not zero, then `pRefList0ModOperations` is a pointer to an array of `refList0ModOpCount` number of `StdVideoEncodeH264RefListModEntry` structures specifying the modification parameters for the reference list L0 as defined in section 7.4.3.1 of the ITU-T H.264 Specification;

if `refList1ModOpCount` is not zero, then `pRefList1ModOperations` is a pointer to an array of `refList1ModOpCount` number of `StdVideoEncodeH264RefListModEntry` structures specifying the modification parameters for the reference list L1 as defined in section 7.4.3.1 of the ITU-T H.264 Specification;

if `refPicMarkingOpCount` is not zero, then `refPicMarkingOperations` is a pointer to an array of `refPicMarkingOpCount` number of `StdVideoEncodeH264RefPicMarkingEntry` structures specifying the reference picture marking parameters as defined in section 7.4.3.3 of the ITU-T H.264 Specification;

• all other members are interpreted as defined in section 7.4.3 of the ITU-T H.264 Specification.

Reference picture setup is controlled by the value of `StdVideoEncodeH264PictureInfo::flags.is_reference`. If it is set and a reconstructed picture is specified, then the latter is used as the target of picture reconstruction to activate the DPB slot specified in `pEncodeInfo->pSetupReferenceSlot->slotIndex`. If `StdVideoEncodeH264PictureInfo::flags.is_reference` is not set, but a reconstructed picture is specified, then the corresponding picture reference associated with the DPB slot is invalidated, as described in the DPB Slot States section.

**Active Parameter Sets**

The members of the `StdVideoEncodeH264PictureInfo` structure pointed to by `pStdPictureInfo` are used to select the active parameter sets to use from the bound video session parameters object, as follows:

- The **active SPS** is the SPS identified by the key specified in `StdVideoEncodeH264PictureInfo::seq_parameter_set_id`.
- The **active PPS** is the PPS identified by the key specified by the pair constructed from `StdVideoEncodeH264PictureInfo::seq_parameter_set_id` and `StdVideoEncodeH264PictureInfo::seq_parameter_set_id`.
H.264 encoding uses explicit weighted sample prediction for a slice, as defined in section 8.4.2.3 of the ITU-T H.264 Specification, if any of the following conditions are true for the active PPS and the pStdSliceHeader member of the corresponding element of pNaluSliceEntries:

- pStdSliceHeader->slice_type is STD_VIDEO_H264_SLICE_TYPE_P and weighted_pred_flag is enabled in the active PPS.
- pStdSliceHeader->slice_type is STD_VIDEO_H264_SLICE_TYPE_B and weighted_bipred_idc in the active PPS equals STD_VIDEO_H264_WEIGHTED_BIPRED_IDC_EXPLICIT.

Valid Usage

- VUID-VkVideoEncodeH264PictureInfoKHR-naluSliceEntryCount-08301
  naluSliceEntryCount must be between 1 and VkVideoEncodeH264CapabilitiesKHR ::maxSliceCount, inclusive, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile

- VUID-VkVideoEncodeH264PictureInfoKHR-flags-08304
  If VkVideoEncodeH264CapabilitiesKHR::flags, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile, does not include VK_VIDEO_ENCODE_H264_CAPABILITY_GENERATE_PREFIX_NALU_BIT_KHR, then generatePrefixNalu must be VK_FALSE

- VUID-VkVideoEncodeH264PictureInfoKHR-flags-08314
  If VkVideoEncodeH264CapabilitiesKHR::flags, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile, does not include VK_VIDEO_ENCODE_H264_CAPABILITY_PREDICTION_WEIGHT_TABLE_GENERATED_BIT_KHR and the slice corresponding to any element of pNaluSliceEntries uses explicit weighted sample prediction, then VkVideoEncodeH264NaluSliceInfoKHR::pStdSliceHeader->pWeightTable must not be NULL for that element of pNaluSliceEntries

- VUID-VkVideoEncodeH264PictureInfoKHR-flags-08315
  If VkVideoEncodeH264CapabilitiesKHR::flags, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile, does not include VK_VIDEO_ENCODE_H264_CAPABILITY_DIFFERENT_SLICE_TYPE_BIT_KHR, then VkVideoEncodeH264NaluSliceInfoKHR::pStdSliceHeader->slice_type must be identical for all elements of pNaluSliceEntries

Valid Usage (Implicit)

- VUID-VkVideoEncodeH264PictureInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_PICTURE_INFO_KHR

- VUID-VkVideoEncodeH264PictureInfoKHR-pNaluSliceEntries-parameter
  pNaluSliceEntries must be a valid pointer to an array of naluSliceEntryCount valid VkVideoEncodeH264NaluSliceInfoKHR structures

- VUID-VkVideoEncodeH264PictureInfoKHR-pStdPictureInfo-parameter
The `VkVideoEncodeH264NaluSliceInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264NaluSliceInfoKHR {
    VkStructureType sType;
    const void* pNext;
    int32_t constantQp;
    const StdVideoEncodeH264SliceHeader* pStdSliceHeader;
} VkVideoEncodeH264NaluSliceInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `constantQp` is the QP to use for the slice if the current rate control mode configured for the video session is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR`.
- `pStdSliceHeader` is a pointer to a `StdVideoEncodeH264SliceHeader` structure specifying H.264 slice header parameters for the slice.

**Std Slice Header Parameters**

The members of the `StdVideoEncodeH264SliceHeader` structure pointed to by `pStdSliceHeader` are interpreted as follows:

- `flags.reserved` and `reserved1` are used only for padding purposes and are otherwise ignored;
- if `pWeightTable` is not `NULL`, then it is a pointer to a `StdVideoEncodeH264WeightTable` that is interpreted as follows:
  - `flags.reserved` is used only for padding purposes and is otherwise ignored;
  - all other members of `StdVideoEncodeH264WeightTable` are interpreted as defined in section 7.4.3.2 of the ITU-T H.264 Specification;
- all other members are interpreted as defined in section 7.4.3 of the ITU-T H.264 Specification.

**Valid Usage (Implicit)**

- VUID-VkVideoEncodeH264NaluSliceInfoKHR-sType-sType
  `sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_NALU_SLICE_INFO_KHR`
- VUID-VkVideoEncodeH264NaluSliceInfoKHR-pNext-pNext
  `pNext must be NULL`
- VUID-VkVideoEncodeH264NaluSliceInfoKHR-pStdSliceHeader-parameter
  `pStdSliceHeader must be a valid pointer to a valid StdVideoEncodeH264SliceHeader value`
The VkVideoEncodeH264DpbSlotInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264DpbSlotInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoEncodeH264ReferenceInfo* pStdReferenceInfo;
} VkVideoEncodeH264DpbSlotInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pStdReferenceInfo** is a pointer to a StdVideoEncodeH264ReferenceInfo structure specifying H.264 reference information.

This structure is specified in the `pNext` chain of `VkVideoEncodeInfoKHR::pSetupReferenceSlot`, if not NULL, and the `pNext` chain of the elements of `VkVideoEncodeInfoKHR::pReferenceSlots` to specify the codec-specific reference picture information for an H.264 encode operation.

### Active Reference Picture Information

When this structure is specified in the `pNext` chain of the elements of `VkVideoEncodeInfoKHR::pReferenceSlots`, one element is added to the list of active reference pictures used by the video encode operation for each element of `VkVideoEncodeInfoKHR::pReferenceSlots` as follows:

- The image subregion used is determined according to the H.264 Encode Picture Data Access section.
- The reference picture is associated with the DPB slot index specified in the `slotIndex` member of the corresponding element of `VkVideoEncodeInfoKHR::pReferenceSlots`.
- The reference picture is associated with the H.264 reference information provided in `pStdReferenceInfo`.

### Reconstructed Picture Information

When this structure is specified in the `pNext` chain of `VkVideoEncodeInfoKHR::pSetupReferenceSlot`, the information related to the reconstructed picture is defined as follows:

- The image subregion used is determined according to the H.264 Encode Picture Data Access section.
- If reference picture setup is requested, then the reconstructed picture is used to activate the DPB slot with the index specified in `VkVideoEncodeInfoKHR::pSetupReferenceSlot->slotIndex`.
- The reconstructed picture is associated with the H.264 reference information provided in `pStdReferenceInfo`.

### Std Reference Information

The members of the StdVideoEncodeH264ReferenceInfo structure pointed to by `pStdReferenceInfo` are interpreted as follows:
• **flags.reserved** is used only for padding purposes and is otherwise ignored;
• **flags.used_for_long_term_reference** is used to indicate whether the picture is marked as “used for long-term reference” as defined in section 8.2.5.1 of the ITU-T H.264 Specification;
• **primary_pic_type** as defined in section 7.4.2 of the ITU-T H.264 Specification;
• **long_term_pic_num** and **long_term_frame_idx** as defined in section 7.4.3 of the ITU-T H.264 Specification;
• **temporal_id** as defined in section G.7.4.1.1 of the ITU-T H.264 Specification;
• all other members are interpreted as defined in section 8.2 of the ITU-T H.264 Specification.

**Valid Usage (Implicit)**

- VUID-VkVideoEncodeH264DpbSlotInfoKHR-sType-sType **sType must** be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_DPB_SLOT_INFO_KHR
- VUID-VkVideoEncodeH264DpbSlotInfoKHR-pStdReferenceInfo-parameter **pStdReferenceInfo must** be a valid pointer to a valid StdVideoEncodeH264ReferenceInfo value

### 37.17.11. H.264 Encode Rate Control

**Group of Pictures**

In case of H.264 encoding it is common practice to follow a regular pattern of different picture types in display order when encoding subsequent frames. This pattern is referred to as the *group of pictures* (GOP).

A regular GOP is defined by the following parameters:

- The number of frames in the GOP;
- The number of consecutive B frames between I and/or P frames in display order.

GOPs are further classified as *open* and *closed* GOPs.

Frame types in an open GOP follow each other in display order according to the following algorithm:

1. The first frame is always an I frame.
2. This is followed by a number of consecutive B frames, as defined above.
3. If the number of frames in the GOP is not reached yet, then the next frame is a P frame and the algorithm continues from step 2.
**Figure 26. H.264 open GOP**

In case of a closed GOP, an **IDR frame** is used at a certain period.

**Figure 27. H.264 closed GOP**

It is also typical for H.264 encoding to use specific reference picture usage patterns across the frames of the GOP. The two most common reference patterns used are as follows:

**Flat Reference Pattern**
- Each P frame uses the last non-B frame, in display order, as reference.
- Each B frame uses the last non-B frame, in display order, as its backward reference, and uses the next non-B frame, in display order, as its forward reference.

**Dyadic Reference Pattern**
- Each P frame uses the last non-B frame, in display order, as reference.
The following algorithm is applied to the sequence of consecutive B frames between I and/or P frames in display order:

1. The B frame in the middle of this sequence uses the frame preceding the sequence as its backward reference, and uses the frame following the sequence as its forward reference.
2. The algorithm is executed recursively for the following frame sequences:
   - The B frames of the original sequence preceding the frame in the middle, if any.
   - The B frames of the original sequence following the frame in the middle, if any.

![Image of H.264 dyadic reference pattern](Text is not SVG - cannot display)

*Figure 29. H.264 dyadic reference pattern*

The application can provide guidance to the implementation's rate control algorithm about the structure of the GOP used by the application. Any such guidance about the GOP and its structure does not mandate that specific GOP structure to be used by the application, as the picture type of individual encoded pictures is still application-controlled, however, any deviation from the provided guidance may result in undesired rate control behavior including, but not limited, to the implementation not being able to conform to the expected average or target bitrates, or other rate control parameters specified by the application.

When an H.264 encode session is used to encode multiple temporal layers, it is also common practice to follow a regular pattern for the H.264 temporal ID for the encoded pictures in display order when encoding subsequent frames. This pattern is referred to as the *temporal GOP*. The most common temporal layer pattern used is as follows:

**Dyadic Temporal Layer Pattern**

- The number of frames in the temporal GOP is $2^{n-1}$, where $n$ is the number of temporal layers.
- The $i^{th}$ frame in the temporal GOP uses temporal ID $t$, if and only if the index of the least significant bit set in $i$ equals $n-1$, except for the first frame, which is the only frame in the temporal GOP using temporal ID zero.
- The $i^{th}$ frame in the temporal GOP uses the $r^{th}$ frame as reference, where $r$ is calculated from $i$ by clearing the least significant bit set in it, except for the first frame in the temporal GOP, which uses the first frame of the previous temporal GOP, if any, as reference.
Multi-layer rate control and multi-layer coding are typically used for streaming cases where low latency is expected, hence B pictures with forward prediction are usually not used.

The `VkVideoEncodeH264RateControlInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h264
typedef struct VkVideoEncodeH264RateControlInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEncodeH264RateControlFlagsKHR flags;
    uint32_t gopFrameCount;
    uint32_t idrPeriod;
    uint32_t consecutiveBFrameCount;
    uint32_t temporalLayerCount;
} VkVideoEncodeH264RateControlInfoKHR;
```

- `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 `VkVideoEncodeH264RateControlFlagBitsKHR` specifying H.264 rate control flags.
- `gopFrameCount` is the number of frames within a group of pictures (GOP) intended to be used by the application. If it is set to 0, the rate control algorithm may assume an implementation-dependent GOP length. If it is set to `UINT32_MAX`, the GOP length is treated as infinite.
- `idrPeriod` is the interval, in terms of number of frames, between two IDR frames (see IDR period). If it is set to 0, the rate control algorithm may assume an implementation-dependent IDR period. If it is set to `UINT32_MAX`, the IDR period is treated as infinite.
• **consecutiveBFrameCount** is the number of consecutive B frames between I and/or P frames within the **GOP**.

• **temporalLayerCount** specifies the number of H.264 temporal layers that the application intends to use.

When an instance of this structure is included in the **pNext** chain of the **VkVideoCodingControlInfoKHR** structure passed to the **vkCmdControlVideoCodingKHR** command, and **VkVideoCodingControlInfoKHR::flags** includes **VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR**, the parameters in this structure are used as guidance for the implementation's rate control algorithm (see **Video Coding Control**).

If **flags** includes **VK_VIDEO_ENCODE_H264_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR**, then the rate control state is reset to an initial state to meet HRD compliance requirements. Otherwise the new rate control state may be applied without a reset depending on the implementation and the specified rate control parameters.

---

**Valid Usage**

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-08280**
  If **VkVideoEncodeH264CapabilitiesKHR::flags**, as returned by **vkGetPhysicalDeviceVideoCapabilitiesKHR** for the used video profile, does not include **VK_VIDEO_ENCODE_H264_CAPABILITY_HRD_COMPLIANCE_BIT_KHR**, then **flags** must not contain **VK_VIDEO_ENCODE_H264_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR**

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-08281**
  If **flags** contains **VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR** or **VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR**, then it must also contain **VK_VIDEO_ENCODE_H264_RATE_CONTROL_REGULAR_GOP_BIT_KHR**

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-08282**
  If **flags** contains **VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR**, then it must not also contain **VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR**

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-08283**
  If **flags** contains **VK_VIDEO_ENCODE_H264_RATE_CONTROL_REGULAR_GOP_BIT_KHR**, then **gopFrameCount** must be greater than 0

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-08284**
  If **idrPeriod** is not 0, then it must be greater than or equal to **gopFrameCount**

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-08285**
  If **consecutiveBFrameCount** is not 0, then it must be less than **gopFrameCount**

---

**Note**

It would be possible to infer the picture type to be used when encoding a frame, on the basis of the values provided for **consecutiveBFrameCount**, **idrPeriod**, and **gopFrameCount**, but this inferred picture type will not be used by implementations to override the picture type provided to the video encode operation.
Valid Usage (Implicit)

- **VUID-VkVideoEncodeH264RateControlInfoKHR-sType-sType**
  - `sType` **must** be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_RATE_CONTROL_INFO_KHR`.

- **VUID-VkVideoEncodeH264RateControlInfoKHR-flags-parameter**
  - `flags` **must** be a valid combination of `VkVideoEncodeH264RateControlFlagBitsKHR` values.

Bits which **can** be set in `VkVideoEncodeH264RateControlInfoKHR::flags`, specifying H.264 rate control flags, are:

```c
// Provided by VK_KHR_video_encode_h264
typedef enum VkVideoEncodeH264RateControlFlagBitsKHR {
    VK_VIDEO_ENCODE_H264_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H264_RATE_CONTROL_REGULAR_GOP_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR = 0x00000008,
    VK_VIDEO_ENCODE_H264_RATE_CONTROL_TEMPORAL_LAYER_PATTERN_DYADIC_BIT_KHR = 0x00000010,
} VkVideoEncodeH264RateControlFlagBitsKHR;
```

- `VK_VIDEO_ENCODE_H264_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR` specifies that rate control **should** attempt to produce an HRD compliant bitstream, as defined in annex C of the ITU-T H.264 Specification.

- `VK_VIDEO_ENCODE_H264_RATE_CONTROL_REGULAR_GOP_BIT_KHR` specifies that the application intends to use a regular GOP structure according to the parameters specified in the `gopFrameCount`, `idrPeriod`, and `consecutiveBFrameCount` members of the `VkVideoEncodeH264RateControlInfoKHR` structure.

- `VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR` specifies that the application intends to follow a flat reference pattern in the GOP.

- `VK_VIDEO_ENCODE_H264_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR` specifies that the application intends to follow a dyadic reference pattern in the GOP.

- `VK_VIDEO_ENCODE_H264_RATE_CONTROL_TEMPORAL_LAYER_PATTERN_DYADIC_BIT_KHR` specifies that the application intends to follow a dyadic temporal layer pattern.

```c
// Provided by VK_KHR_video_encode_h264
typedef VkFlags VkVideoEncodeH264RateControlFlagsKHR;
```

`VkVideoEncodeH264RateControlFlagsKHR` is a bitmask type for setting a mask of zero or more `VkVideoEncodeH264RateControlFlagBitsKHR`.

**Rate Control Layers**

The `VkVideoEncodeH264RateControlLayerInfoKHR` structure is defined as:
typedef struct VkVideoEncodeH264RateControlLayerInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 useMinQp;
    VkVideoEncodeH264QpKHR minQp;
    VkBool32 useMaxQp;
    VkVideoEncodeH264QpKHR maxQp;
    VkBool32 useMaxFrameSize;
    VkVideoEncodeH264FrameSizeKHR maxFrameSize;
} VkVideoEncodeH264RateControlLayerInfoKHR;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **useMinQp** indicates whether the QP values determined by rate control will be clamped to the lower bounds on the QP values specified in `minQp`.
- **minQp** specifies the lower bounds on the QP values, for each picture type, that the implementation’s rate control algorithm will use when `useMinQp` is set to `VK_TRUE`.
- **useMaxQp** indicates whether the QP values determined by rate control will be clamped to the upper bounds on the QP values specified in `maxQp`.
- **maxQp** specifies the upper bounds on the QP values, for each picture type, that the implementation’s rate control algorithm will use when `useMaxQp` is set to `VK_TRUE`.
- **useMaxFrameSize** indicates whether the implementation’s rate control algorithm should use the values specified in `maxFrameSize` as the upper bounds on the encoded frame size for each picture type.
- **maxFrameSize** specifies the upper bounds on the encoded frame size, for each picture type, when `useMaxFrameSize` is set to `VK_TRUE`.

When used, the values in `minQp` and `maxQp` guarantee that the effective QP values used by the implementation will respect those lower and upper bounds, respectively. However, limiting the range of QP values that the implementation is able to use will also limit the capabilities of the implementation’s rate control algorithm to comply to other constraints. In particular, the implementation may not be able to comply to the following:

- The average and/or peak bitrate values to be used for the encoded bitstream specified in the `averageBitrate` and `maxBitrate` members of the `VkVideoEncodeRateControlLayerInfoKHR` structure.
- The upper bounds on the encoded frame size, for each picture type, specified in the `maxFrameSize` member of `VkVideoEncodeH264RateControlLayerInfoKHR`.

**Note**
In general, applications need to configure rate control parameters appropriately in order to be able to get the desired rate control behavior, as described in the Video Encode Rate Control section.
When an instance of this structure is included in the pNext chain of a VkVideoEncodeRateControlLayerInfoKHR structure specified in one of the elements of the pLayers array member of the VkVideoEncodeRateControlInfoKHR structure passed to the vkCmdControlVideoCodingKHR command, VkVideoCodingControlInfoKHR::flags includes VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR, and the bound video session was created with the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR, it specifies the H.264-specific rate control parameters of the rate control layer corresponding to that element of pLayers.

### Valid Usage

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-useMinQp-08286**
  If useMinQp is VK_TRUE, then the qpI, qpP, and qpB members of minQp must all be between VkVideoEncodeH264CapabilitiesKHR::minQp and VkVideoEncodeH264CapabilitiesKHR::maxQp, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-useMaxQp-08287**
  If useMaxQp is VK_TRUE, then the qpI, qpP, and qpB members of maxQp must all be between VkVideoEncodeH264CapabilitiesKHR::minQp and VkVideoEncodeH264CapabilitiesKHR::maxQp, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-useMinQp-08288**
  If useMinQp is VK_TRUE and VkVideoEncodeH264CapabilitiesKHR::flags, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile, does not include VK_VIDEO_ENCODE_H264_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR, then the qpI, qpP, and qpB members of minQp must all specify the same value

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-useMaxQp-08289**
  If useMaxQp is VK_TRUE and VkVideoEncodeH264CapabilitiesKHR::flags, as returned by vkGetPhysicalDeviceVideoCapabilitiesKHR for the used video profile, does not include VK_VIDEO_ENCODE_H264_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR, then the qpI, qpP, and qpB members of maxQp must all specify the same value

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-useMinQp-08374**
  If useMinQp and useMaxQp are both VK_TRUE, then the qpI, qpP, and qpB members of minQp must all be less than or equal to the respective members of maxQp

### Valid Usage (Implicit)

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-sType-sType**
  sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_RATE_CONTROL_LAYER_INFO_KHR

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-minQp-parameter**
  minQp must be a valid VkVideoEncodeH264QpKHR structure

- **VUID-VkVideoEncodeH264RateControlLayerInfoKHR-maxQp-parameter**
  maxQp must be a valid VkVideoEncodeH264QpKHR structure
The `VkVideoEncodeH264QpKHR` structure is defined as:

```c
typedef struct VkVideoEncodeH264QpKHR {
    int32_t qpI;
    int32_t qpP;
    int32_t qpB;
} VkVideoEncodeH264QpKHR;
```

- `qpI` is the QP to be used for I pictures.
- `qpP` is the QP to be used for P pictures.
- `qpB` is the QP to be used for B pictures.

The `VkVideoEncodeH264FrameSizeKHR` structure is defined as:

```c
typedef struct VkVideoEncodeH264FrameSizeKHR {
    uint32_t frameISize;
    uint32_t framePSize;
    uint32_t frameBSize;
} VkVideoEncodeH264FrameSizeKHR;
```

- `frameISize` is the size in bytes to be used for I pictures.
- `framePSize` is the size in bytes to be used for P pictures.
- `frameBSize` is the size in bytes to be used for B pictures.

**GOP Remaining Frames**

Besides session level rate control configuration, the application can specify the number of frames per frame type remaining in the group of pictures (GOP).

The `VkVideoEncodeH264GopRemainingFrameInfoKHR` structure is defined as:

```c
typedef struct VkVideoEncodeH264GopRemainingFrameInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 useGopRemainingFrames;
    uint32_t gopRemainingI;
    uint32_t gopRemainingP;
    uint32_t gopRemainingB;
} VkVideoEncodeH264GopRemainingFrameInfoKHR;
```
• **sType** is a `VkStructureType` value identifying this structure.

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

• **useGopRemainingFrames** indicates whether the implementation’s rate control algorithm should use the values specified in `gopRemainingI`, `gopRemainingP`, and `gopRemainingB`. If `useGopRemainingFrames` is `VK_FALSE`, then the values of `gopRemainingI`, `gopRemainingP`, and `gopRemainingB` are ignored.

• **gopRemainingI** specifies the number of I frames the implementation’s rate control algorithm should assume to be remaining in the GOP prior to executing the video encode operation.

• **gopRemainingP** specifies the number of P frames the implementation’s rate control algorithm should assume to be remaining in the GOP prior to executing the video encode operation.

• **gopRemainingB** specifies the number of B frames the implementation’s rate control algorithm should assume to be remaining in the GOP prior to executing the video encode operation.

Setting `useGopRemainingFrames` to `VK_TRUE` and including this structure in the `pNext` chain of `VkVideoBeginCodingInfoKHR` is only mandatory if the `VkVideoEncodeH264CapabilitiesKHR::requiresGopRemainingFrames` reported for the used video profile is `VK_TRUE`. However, implementations may use these remaining frame counts, when specified, even when it is not required. In particular, when the application does not use a regular GOP structure, these values may provide additional guidance for the implementation’s rate control algorithm.

The `VkVideoEncodeH264CapabilitiesKHR::prefersGopRemainingFrames` capability is also used to indicate that the implementation’s rate control algorithm may operate more accurately if the application specifies the remaining frame counts using this structure.

As with other rate control guidance values, if the effective order and number of frames encoded by the application are not in line with the remaining frame counts specified in this structure at any given point, then the behavior of the implementation’s rate control algorithm may deviate from the one expected by the application.

### Valid Usage (Implicit)

- VUID-VkVideoEncodeH264GopRemainingFrameInfoKHR-sType-sType
  
  **sType** must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_GOP_REMAINING_FRAME_INFO_KHR`.

### 37.17.12. H.264 Encode Requirements

This section described the **required** H.264 encoding capabilities for physical devices that have at least one queue family that supports the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR`, as returned by `vkGetPhysicalDeviceQueueFamilyProperties2` in `VkQueueFamilyVideoPropertiesKHR::videoCodecOperations`.

<table>
<thead>
<tr>
<th>Video Std Header Name</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>vulkan_video_codec_h264std_encode</code></td>
<td>1.0.0</td>
</tr>
</tbody>
</table>

Table 45. Required Video Std Header Versions
<table>
<thead>
<tr>
<th>Video Capability</th>
<th>Requirement</th>
<th>Requirement Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>VkVideoCapabilitiesKHR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>minBitstreamBufferOffsetAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>minBitstreamBufferSizeAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>pictureAccessGranularity</td>
<td>(64,64)</td>
<td>max</td>
</tr>
<tr>
<td>minCodedExtent</td>
<td>-</td>
<td>max</td>
</tr>
<tr>
<td>maxCodedExtent</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxDpbSlots</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxActiveReferencePictures</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>VkVideoEncodeCapabilitiesKHR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>rateControlModes</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxBitrate</td>
<td>64000</td>
<td>min</td>
</tr>
<tr>
<td>maxQualityLevels</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>encodeInputPictureGranularity</td>
<td>(64,64)</td>
<td>max</td>
</tr>
<tr>
<td>supportedEncodeFeedbackFlags</td>
<td>VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BUFFER_OFFSET_BIT_KHR VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BYTES_WRITTEN_BIT_KHR</td>
<td>min</td>
</tr>
<tr>
<td>VkVideoEncodeH264CapabilitiesKHR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxLevelIdc</td>
<td>STD_VIDEO_H264_LEVEL_IDC_1_0</td>
<td>min</td>
</tr>
<tr>
<td>maxSliceCount</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>maxPPictureL0ReferenceCount</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxBPictureL0ReferenceCount</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxL1ReferenceCount</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxTemporalLayerCount</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>expectDyadicTemporalLayerPattern</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>minQp</td>
<td>-</td>
<td>max</td>
</tr>
<tr>
<td>maxQp</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>Video Capability</td>
<td>Requirement</td>
<td>Requirement Type</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>-------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>prefersGopRemainingFrames</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>requiresGopRemainingFrames</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>stdSyntaxFlags</td>
<td>-</td>
<td>min</td>
</tr>
</tbody>
</table>

1

The **Requirement Type** column specifies the requirement is either the minimum value all implementations **must** support, the maximum value all implementations **must** support, or the exact value all implementations **must** support. For bitmasks a minimum value is the least bits all implementations **must** set, but they **may** have additional bits set beyond this minimum.

### 37.18. H.265 Encode Operations

Video encode operations using an **H.265 encode profile can** be used to encode elementary video stream sequences compliant to the ITU-T H.265 Specification.

**Note**

Refer to the Preamble for information on how the Khronos Intellectual Property Rights Policy relates to normative references to external materials not created by Khronos.

This process is performed according to the video encode operation steps with the codec-specific semantics defined in section 8 of the ITU-T H.265 Specification as follows:

- Syntax elements, derived values, and other parameters are applied from the following structures:
  - The `StdVideoH265VideoParameterSet` structure corresponding to the active VPS specifying the H.265 video parameter set.
  - The `StdVideoH265SequenceParameterSet` structure corresponding to the active SPS specifying the H.265 sequence parameter set.
  - The `StdVideoH265PictureParameterSet` structure corresponding to the active PPS specifying the H.265 picture parameter set.
  - The `StdVideoEncodeH265PictureInfo` structure specifying the H.265 picture information.
  - The `StdVideoEncodeH265SliceSegmentHeader` structures specifying the H.265 slice segment header parameters for each encoded H.265 slice segment.
  - The `StdVideoEncodeH265ReferenceInfo` structures specifying the H.265 reference information corresponding to the optional reconstructed picture and any active reference pictures.

- The encoded bitstream data is written to the destination video bitstream buffer range as defined in the H.265 Encode Bitstream Data Access section.

- Picture data in the video picture resources corresponding to the used encode input picture,
active reference pictures, and optional reconstructed picture is accessed as defined in the H.265 Encode Picture Data Access section.

- The decision on reference picture setup is made according to the parameters specified in the H.265 picture information.

If the parameters adhere to the syntactic and semantic requirements defined in the corresponding sections of the ITU-T H.265 Specification, as described above, and the DPB slots associated with the active reference pictures all refer to valid picture references, then the video encode operation will complete successfully. Otherwise, the video encode operation may complete unsuccessfully.

37.18.1. H.265 Encode Parameter Overrides

Implementations may override, unless otherwise specified, any of the H.265 encode parameters specified in the following Video Std structures:

- StdVideoH265VideoParameterSet
- StdVideoH265SequenceParameterSet
- StdVideoH265PictureParameterSet
- StdVideoEncodeH265PictureInfo
- StdVideoEncodeH265SliceSegmentHeader
- StdVideoEncodeH265ReferenceInfo

All such H.265 encode parameter overrides must fulfill the conditions defined in the Video Encode Parameter Overrides section.

In addition, implementations must not override any of the following H.265 encode parameters:

- StdVideoEncodeH265PictureInfo::pic_type
- StdVideoEncodeH265SliceSegmentHeader::slice_type

In case of H.265 encode parameters stored in video session parameters objects, applications need to use the vkGetEncodedVideoSessionParametersKHR command to determine whether any implementation overrides happened. If the query indicates that implementation overrides were applied, then the application needs to retrieve and use the encoded H.265 parameter sets in the bitstream in order to be able to produce a compliant H.265 video bitstream using the H.265 encode parameters stored in the video session parameters object.

In case of any H.265 encode parameters stored in the encoded bitstream produced by video encode operations, if the implementation supports the VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR video encode feedback query flag, the application can use such queries to retrieve feedback about whether any implementation overrides have been applied to those H.265 encode parameters.

37.18.2. H.265 Encode Bitstream Data Access

Each video encode operation writes one or more VCL NAL units comprising of slice segment headers and data of the encoded picture, in the format defined in sections 7.3.6 and 7.3.8, according
to the semantics defined in sections 7.4.7 and 7.4.9 of the ITU-T H.265 Specification, respectively. The number of VCL NAL units written is specified by \texttt{VkVideoEncodeH265PictureInfoKHR::naluSliceSegmentEntryCount}.

### 37.18.3. H.265 Encode Picture Data Access

Accesses to image data within a video picture resource happen at the granularity indicated by \texttt{VkVideoCapabilitiesKHR::pictureAccessGranularity}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the used video profile. Accordingly, the complete image subregion of a encode input picture, reference picture, or reconstructed picture accessed by video coding operations using an H.265 encode profile is defined as the set of texels within the coordinate range:

$\{(0, \text{endX}), (0, \text{endY})\}$

Where:

- \texttt{endX} equals \texttt{codedExtent.width} rounded up to the nearest integer multiple of \texttt{pictureAccessGranularity.width} and clamped to the width of the image subresource referred to by the corresponding \texttt{VkVideoPictureResourceInfoKHR} structure;
- \texttt{endY} equals \texttt{codedExtent.height} rounded up to the nearest integer multiple of \texttt{pictureAccessGranularity.height} and clamped to the height of the image subresource referred to by the corresponding \texttt{VkVideoPictureResourceInfoKHR} structure;

Where \texttt{codedExtent} is the member of the \texttt{VkVideoPictureResourceInfoKHR} structure corresponding to the picture.

In case of video encode operations using an H.265 encode profile, any access to a picture at the coordinates \((x, y)\), as defined by the ITU-T H.265 Specification, is an access to the image subresource referred to by the corresponding \texttt{VkVideoPictureResourceInfoKHR} structure at the texel coordinates \((x, y)\).

Implementations may choose not to access some or all texels within particular reference pictures available to a video encode operation (e.g. due to video encode parameter overrides restricting the effective set of used reference pictures, or if the encoding algorithm chooses not to use certain subregions of the reference picture data for sample prediction).

### 37.18.4. H.265 Frame, Picture, Slice Segments, and Tiles

H.265 pictures consist of one or more slices, slice segments, and tiles, as defined in section 6.3.1 of the ITU-T H.265 Specification.

Video encode operations using an H.265 encode profile can encode slice segments of different types, as defined in section 7.4.7.1 of the ITU-T H.265 Specification, by specifying the corresponding enumeration constant value in \texttt{StdVideoEncodeH265SliceSegmentHeader::slice_type} in the H.265 slice segment header parameters from the Video Std enumeration type \texttt{StdVideoH265SliceType}:

- \texttt{STD_VIDEO_H265_SLICE_TYPE_B} indicates that the slice segment is part of a B slice as defined in
section 3.12 of the ITU-T H.265 Specification.

- **STD_VIDEO_H265_SLICE_TYPE_P** indicates that the slice segment is part of a *P slice* as defined in section 3.111 of the ITU-T H.265 Specification.
- **STD_VIDEO_H265_SLICE_TYPE_I** indicates that the slice segment is part of an *I slice* as defined in section 3.74 of the ITU-T H.265 Specification.

Pictures constructed from such slice segments can be of different types, as defined in section 7.4.3.5 of the ITU-T H.265 Specification. Video encode operations using an *H.265 encode profile* can encode pictures of a specific type by specifying the corresponding enumeration constant value in **StdVideoEncodeH265PictureInfo::pic_type** in the *H.265 picture information* from the Video Std enumeration type **StdVideoH265PictureType**:

- **STD_VIDEO_H265_PICTURE_TYPE_P** indicates that the picture is a *P picture*. A frame consisting of a P picture is also referred to as a *P frame*.
- **STD_VIDEO_H265_PICTURE_TYPE_B** indicates that the picture is a *B picture*. A frame consisting of a B picture is also referred to as a *B frame*.
- **STD_VIDEO_H265_PICTURE_TYPE_I** indicates that the picture is an *I picture*. A frame consisting of an I picture is also referred to as an *I frame*.
- **STD_VIDEO_H265_PICTURE_TYPE_IDR** indicates that the picture is a special type of I picture called an *IDR picture* as defined in section 3.67 of the ITU-T H.265 Specification. A frame consisting of an IDR picture is also referred to as an *IDR frame*.

### 37.18.5. H.265 Encode Profile

A video profile supporting H.265 video encode operations is specified by setting **VkVideoProfileInfoKHR::videoCodecOperation** to **VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR** and adding a **VkVideoEncodeH265ProfileInfoKHR** structure to the **VkVideoProfileInfoKHR::pNext** chain.

The **VkVideoEncodeH265ProfileInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265ProfileInfoKHR {
  VkStructureType sType;
  const void* pNext;
  StdVideoH265ProfileIdc stdProfileIdc;
} VkVideoEncodeH265ProfileInfoKHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **stdProfileIdc** is a **StdVideoH265ProfileIdc** value specifying the H.265 codec profile IDC, as defined in section A.3 of the ITU-T H.265 Specification.

#### Valid Usage (Implicit)

- VUID-VkVideoEncodeH265ProfileInfoKHR-sType-sType
**37.18.6. H.265 Encode Capabilities**

When calling `vkGetPhysicalDeviceVideoCapabilitiesKHR` to query the capabilities for an H.265 encode profile, the `VkVideoCapabilitiesKHR::pNext` chain **must** include a `VkVideoEncodeH265CapabilitiesKHR` structure that will be filled with the profile-specific capabilities.

The `VkVideoEncodeH265CapabilitiesKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265CapabilitiesKHR {
    VkStructureType sType;              // VkStructureType value identifying this structure.
    void* pNext;                        // NULL or a pointer to a structure extending this structure.
    VkVideoEncodeH265CapabilityFlagsKHR flags;    // VkVideoEncodeH265CapabilityFlagBitsKHR indicating supported H.265 encoding capabilities.
    StdVideoH265LevelIdc maxLevelIdc;       // StdVideoH265LevelIdc value indicating the maximum H.265 level supported by the profile, where enum constant STD_VIDEO_H265_LEVEL_IDC_<major>_<minor> identifies H.265 level <major>.<minor> as defined in section A.4 of the ITU-T H.265 Specification.
    uint32_t maxSliceSegmentCount;         // The maximum number of slice segments that can be encoded for a single picture. Further restrictions may apply to the number of slice segments that can be encoded for a single picture depending on other capabilities and codec-specific rules.
    VkExtent2D maxTiles;                  // StdVideoH265LevelIdc value indicating the maximum H.265 level supported by the profile, where enum constant STD_VIDEO_H265_LEVEL_IDC_<major>_<minor> identifies H.265 level <major>.<minor> as defined in section A.4 of the ITU-T H.265 Specification.
    VkVideoEncodeH265CtbSizeFlagsKHR ctbSizes; // VkVideoEncodeH265CtbSizeFlagsKHR indicating supported H.265 CtbSize flags.
    VkVideoEncodeH265TransformBlockSizeFlagsKHR transformBlockSizes; // VkVideoEncodeH265TransformBlockSizeFlagsKHR indicating supported H.265 TransformBlockSize flags.
    uint32_t maxPPictureL0ReferenceCount;   // The maximum number of H.265 tiles that can be encoded for a single picture.
    uint32_t maxBPictureL0ReferenceCount;   // Further restrictions may apply to the number of H.265 tiles that can be encoded for a single picture.
    uint32_t maxL1ReferenceCount;           // Further restrictions may apply to the number of H.265 tiles that can be encoded for a single picture.
    uint32_t maxSubLayerCount;              // Further restrictions may apply to the number of H.265 tiles that can be encoded for a single picture.
    VkBool32 expectDyadicTemporalSubLayerPattern; // VkVideoEncodeH265StdFlagsKHR indicating supported H.265 encoding capabilities.
    int32_t minQp;                         // The minimum quantization parameter (Qp) that the encoder will attempt to use.
    int32_t maxQp;                         // The maximum quantization parameter (Qp) that the encoder will attempt to use.
    VkBool32 prefersGopRemainingFrames;    // VkVideoEncodeH265StdFlagsKHR indicating supported H.265 encoding capabilities.
    VkBool32 requiresGopRemainingFrames;   // VkVideoEncodeH265StdFlagsKHR indicating supported H.265 encoding capabilities.
    VkVideoEncodeH265StdFlagsKHR stdSyntaxFlags; // VkVideoEncodeH265StdFlagsKHR indicating supported H.265 encoding capabilities.
} VkVideoEncodeH265CapabilitiesKHR;
```

- **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 `VkVideoEncodeH265CapabilityFlagBitsKHR` indicating supported H.265 encoding capabilities.
- **maxLevelIdc** is a `StdVideoH265LevelIdc` value indicating the maximum H.265 level supported by the profile, where enum constant `STD_VIDEO_H265_LEVEL_IDC_<major>_<minor>` identifies H.265 level `<major>.<minor>` as defined in section A.4 of the ITU-T H.265 Specification.
- **maxSliceSegmentCount** indicates the maximum number of slice segments that can be encoded for a single picture. Further restrictions may apply to the number of slice segments that can be encoded for a single picture depending on other capabilities and codec-specific rules.
- **maxTiles** indicates the maximum number of H.265 tile columns and rows, as defined in sections 3.175 and 3.176 of the ITU-T H.265 Specification that can be encoded for a single picture. Further restrictions may apply to the number of H.265 tiles that can be encoded for a single picture.
picture depending on other capabilities and codec-specific rules.

- **ctbSizes** is a bitmask of `VkVideoEncodeH265CtbSizeFlagBitsKHR` describing the supported CTB sizes.

- **transformBlockSizes** is a bitmask of `VkVideoEncodeH265TransformBlockSizeFlagBitsKHR` describing the supported transform block sizes.

- **maxPPictureL0ReferenceCount** indicates the maximum number of reference pictures the implementation supports in the reference list L0 for P pictures.

  \[\text{Note}\]
  As implementations may override the reference lists, `maxPPictureL0ReferenceCount` does not limit the number of elements that the application can specify in the L0 reference list for P pictures. However, if `maxPPictureL0ReferenceCount` is zero, then the use of P pictures is not allowed. In case of H.265 encoding, backward-only predictive pictures can be encoded even if P pictures are not supported, as the ITU-T H.265 Specification supports generalized P & B frames (also known as low delay B frames) whereas B frames can refer to past frames through both the L0 and L1 reference lists.

- **maxBPictureL0ReferenceCount** indicates the maximum number of reference pictures the implementation supports in the reference list L0 for B pictures.

- **maxL1ReferenceCount** indicates the maximum number of reference pictures the implementation supports in the reference list L1 if encoding of B pictures is supported.

  \[\text{Note}\]
  As implementations may override the reference lists, `maxBPictureL0ReferenceCount` and `maxL1ReferenceCount` does not limit the number of elements that the application can specify in the L0 and L1 reference lists for B pictures. However, if `maxBPictureL0ReferenceCount` and `maxL1ReferenceCount` are both zero, then the use of B pictures is not allowed.

- **maxSubLayerCount** indicates the maximum number of H.265 sub-layers supported by the implementation.

- **expectDyadicTemporalSubLayerPattern** indicates that the implementation’s rate control algorithms expect the application to use a dyadic temporal sub-layer pattern when encoding multiple temporal sub-layers.

- **minQp** indicates the minimum QP value supported.

- **maxQp** indicates the maximum QP value supported.

- **prefersGopRemainingFrames** indicates that the implementation’s rate control algorithm prefers the application to specify the number of frames of each type remaining in the current group of pictures when beginning a video coding scope.

- **requiresGopRemainingFrames** indicates that the implementation’s rate control algorithm requires the application to specify the number of frames of each type remaining in the current group of pictures when beginning a video coding scope.
- stdSyntaxFlags is a bitmask of VkVideoEncodeH265StdFlagBitsKHR indicating capabilities related to H.265 syntax elements.

### Valid Usage (Implicit)

- VUID-VkVideoEncodeH265CapabilitiesKHR-sType-sType
  
sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_CAPABILITIES_KHR

Bits which may be set in VkVideoEncodeH265CapabilitiesKHR::flags, indicating the H.265 encoding capabilities supported, are:

```c
// Provided by VK_KHR_video_encode_h265

typedef enum VkVideoEncodeH265CapabilityFlagBitsKHR {
    VK_VIDEO_ENCODE_H265_CAPABILITY_HRD_COMPLIANCE_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H265_CAPABILITY_PREDICTION_WEIGHT_TABLE_GENERATED_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H265_CAPABILITY_ROW_UNALIGNED_SLICE_SEGMENT_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H265_CAPABILITY_DIFFERENT_SLICE_SEGMENT_TYPE_BIT_KHR = 0x00000008,
    VK_VIDEO_ENCODE_H265_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_KHR = 0x00000010,
    VK_VIDEO_ENCODE_H265_CAPABILITY_B_FRAME_IN_L1_LIST_BIT_KHR = 0x00000020,
    VK_VIDEO_ENCODE_H265_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR = 0x00000040,
    VK_VIDEO_ENCODE_H265_CAPABILITY_PER_SLICE_SEGMENT_CONSTANT_QP_BIT_KHR = 0x00000080,
    VK_VIDEO_ENCODE_H265_CAPABILITY_MULTIPLE_TILES_PER_SLICE_SEGMENT_BIT_KHR = 0x00000100,
    VK_VIDEO_ENCODE_H265_CAPABILITY_MULTIPLE_SLICE_SEGMENTS_PER_TILE_BIT_KHR = 0x00000200,
} VkVideoEncodeH265CapabilityFlagBitsKHR;
```

- VK_VIDEO_ENCODE_H265_CAPABILITY_HRD_COMPLIANCE_BIT_KHR indicates if the implementation may be able to generate HRD compliant bitstreams if any of the nal_hrd_parameters_present_flag, vcl_hrd_parameters_present_flag, or sub_pic_hrd_params_present_flag members of StdVideoH265HrdFlags are set to 1 in the HRD parameters of the active VPS or active SPS, or if StdVideoH265SpsVuiFlags::vui_hrd_parameters_present_flag is set to 1 in the active SPS.

- VK_VIDEO_ENCODE_H265_CAPABILITY_PREDICTION_WEIGHT_TABLE_GENERATED_BIT_KHR indicates that if the weighted_pred_flag or the weighted_bipred_flag member of StdVideoH265PpsFlags is set to 1 in the active PPS when encoding a P picture or B picture, respectively, then the implementation is able to internally decide syntax for pred_weight_table, as defined in section 7.4.7.3 of the ITU-T H.265 Specification, and the application is not required to provide a weight table in the H.265 slice segment header parameters.

- VK_VIDEO_ENCODE_H265_CAPABILITY_ROW_UNALIGNED_SLICE_SEGMENT_BIT_KHR indicates that each slice segment in a frame with a single or multiple tiles per slice may begin or finish at any offset in a CTB row. If not supported, all slice segments in such a frame must begin at the start of a CTB row (and hence each slice segment must finish at the end of a CTB row). Also indicates that each slice segment in a frame with multiple slices per tile may begin or finish at any offset within the enclosing tile’s CTB row. If not supported, slice segments in such a frame must begin at the start.
of the enclosing tile’s CTB row (and hence each slice segment must finish at the end of the
enclosing tile’s CTB row).

- **VK_VIDEO_ENCODE_H265_CAPABILITY_DIFFERENT_SLICE_SEGMENT_TYPE_BIT_KHR** indicates that when a
  frame is encoded with multiple slice segments, the implementation allows encoding each slice
  segment with a different `StdVideoEncodeH265SliceSegmentHeader::slice_type` specified in the
  H.265 slice segment header parameters. If not supported, all slice segments of the frame must
  be encoded with the same `slice_type` which corresponds to the picture type of the frame.

- **VK_VIDEO_ENCODE_H265_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_KHR** indicates support for using a B
  frame as L0 reference, as specified in `StdVideoEncodeH265ReferenceListsInfo::RefPicList0` in the
  H.265 picture information.

- **VK_VIDEO_ENCODE_H265_CAPABILITY_B_FRAME_IN_L1_LIST_BIT_KHR** indicates support for using a B
  frame as L1 reference, as specified in `StdVideoEncodeH265ReferenceListsInfo::RefPicList1` in the
  H.265 picture information.

- **VK_VIDEO_ENCODE_H265_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR** indicates support for
  specifying different QP values in the members of `VkVideoEncodeH265QpKHR`.

- **VK_VIDEO_ENCODE_H265_CAPABILITY_PER_SLICE_SEGMENT_CONSTANT_QP_BIT_KHR** indicates support for
  specifying different constant QP values for each slice segment.

- **VK_VIDEO_ENCODE_H265_CAPABILITY_MULTIPLE_TILES_PER_SLICE_SEGMENT_BIT_KHR** indicates if
  encoding multiple tiles per slice segment, as defined in section 6.3.1 of the ITU-T H.265
  Specification, is supported. If this capability flag is not present, then the implementation is only
  able to encode a single tile for each slice segment.

- **VK_VIDEO_ENCODE_H265_CAPABILITY_MULTIPLE_SLICE_SEGMENTS_PER_TILE_BIT_KHR** indicates if
  encoding multiple slice segments per tile, as defined in section 6.3.1 of the ITU-T H.265
  Specification, is supported. If this capability flag is not present, then the implementation is only
  able to encode a single slice segment for each tile.

```
// Provided by VK_KHR_video_encode_h265
typedef VkFlags VkVideoEncodeH265CapabilityFlagsKHR;
```

`VkVideoEncodeH265CapabilityFlagsKHR` is a bitmask type for setting a mask of zero or more
`VkVideoEncodeH265CapabilityFlagBitsKHR`.

Bits which may be set in `VkVideoEncodeH265CapabilitiesKHR::stdSyntaxFlags`, indicating the
capabilities related to the H.265 syntax elements, are:
typedef enum VkVideoEncodeH265StdFlagBitsKHR {
    VK_VIDEO_ENCODE_H265_STD_SEPARATE_COLOR_PLANE_FLAG_SET_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H265_STD_SAMPLE_ADAPTIVE_OFFSET_ENABLED_FLAG_SET_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H265_STD_SCALING_LIST_DATA_PRESENT_FLAG_SET_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H265_STD_SPS_TEMPORAL_MVP_ENABLED_FLAG_SET_BIT_KHR = 0x00000010,
    VK_VIDEO_ENCODE_H265_STD_INIT_QP_MINUS26_BIT_KHR = 0x00000020,
    VK_VIDEO_ENCODE_H265_STD_WEIGHTED_PRED_FLAG_SET_BIT_KHR = 0x00000040,
    VK_VIDEO_ENCODE_H265_STD_WEIGHTED_BIPRED_FLAG_SET_BIT_KHR = 0x00000080,
    VK_VIDEO_ENCODE_H265_STD_LOG2_PARALLEL_MERGE_LEVEL_MINUS2_BIT_KHR = 0x00000100,
    VK_VIDEO_ENCODE_H265_STD_SIGN_DATA_HIDING_ENABLED_FLAG_SET_BIT_KHR = 0x00000200,
    VK_VIDEO_ENCODE_H265_STD_TRANSFORM_SKIP_ENABLED_FLAG_SET_BIT_KHR = 0x00000400,
    VK_VIDEO_ENCODE_H265_STD_TRANSFORM_SKIP_ENABLED_FLAG_UNSET_BIT_KHR = 0x00000800,
    VK_VIDEO_ENCODE_H265_STD_PPS_SLICE_CHROMA_QP_OFFSETS_PRESENT_FLAG_SET_BIT_KHR = 0x00001000,
    VK_VIDEO_ENCODE_H265_STD_TRANSQUANT_BYPASS_ENABLED_FLAG_SET_BIT_KHR = 0x00002000,
    VK_VIDEO_ENCODE_H265_STD_CONSTRAINED_INTRA_PRED_FLAG_SET_BIT_KHR = 0x00004000,
    VK_VIDEO_ENCODE_H265_STD_ENTROPY_CODING_SYNC_ENABLED_FLAG_SET_BIT_KHR = 0x00008000,
    VK_VIDEO_ENCODE_H265_STD_DEBLOCKING_FILTER_OVERRIDE_ENABLED_FLAG_SET_BIT_KHR = 0x00010000,
    VK_VIDEO_ENCODE_H265_STD_DEPENDENT_SLICE_SEGMENTS_ENABLED_FLAG_SET_BIT_KHR = 0x00020000,
    VK_VIDEO_ENCODE_H265_STD_DEPENDENT_SLICE_SEGMENT_FLAG_SET_BIT_KHR = 0x00040000,
    VK_VIDEO_ENCODE_H265_STD_SLICE_QP_DELTA_BIT_KHR = 0x00080000,
    VK_VIDEO_ENCODE_H265_STD_DIFFERENT_SLICE_QP_DELTA_BIT_KHR = 0x00100000,
} VkVideoEncodeH265StdFlagBitsKHR;

- **VK_VIDEO_ENCODE_H265_STD_SEPARATE_COLOR_PLANE_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for **StdVideoH265SpsFlags::separate_colour_plane_flag** in the SPS when that value is 1.

- **VK_VIDEO_ENCODE_H265_STD_SAMPLE_ADAPTIVE_OFFSET_ENABLED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for **StdVideoH265SpsFlags::sample_adaptive_offset_enabled_flag** in the SPS when that value is 1.

- **VK_VIDEO_ENCODE_H265_STD_SCALING_LIST_DATA_PRESENT_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for the scaling_list_enabled_flag and sps_scaling_list_data_present_flag members of StdVideoH265SpsFlags in the SPS, and the application-provided value for **StdVideoH265PpsFlags::pps_scaling_list_data_present_flag** in the PPS when those values are 1.

- **VK_VIDEO_ENCODE_H265_STD_PCM_ENABLED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for **StdVideoH265SpsFlags::pcm_enable_flag** in the SPS when that value is 1.

- **VK_VIDEO_ENCODE_H265_STD_SPS_TEMPORAL_MVP_ENABLED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for **StdVideoH265SpsFlags::sps_temporal_mvp_enabled_flag** in the SPS when that value is 1.
• **VK_VIDEO_ENCODE_H265_STD_INIT_qp_minus26_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PictureParameterSet::init_qp_minus26` in the PPS when that value is non-zero.

• **VK_VIDEO_ENCODE_H265_STD_WEIGHTED_PRED_flag_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::weighted_pred_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_WEIGHTED_BIPRED_flag_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::weighted_bipred_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_LOG2_PARALLEL_MERGE_level_MINUS2_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PictureParameterSet::log2_parallel_merge_level_minus2` in the PPS when that value is non-zero.

• **VK_VIDEO_ENCODE_H265_STD_SIGN_DATA_hiding_ENABLED_flag_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::sign_data_hiding_enabled_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_TRANSFORM_SKIP_enabled_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::transform_skip_enabled_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_TRANSFORM_SKIP_ENABLED_FLAG_UNSET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::transform_skip_enabled_flag` in the PPS when that value is 0.

• **VK_VIDEO_ENCODE_H265_STD_PPS_SLICE_CHROMA_qp_OFFSETS_PRESENT_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::pps_slice_chroma_qp_offsets_present_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_TRANSQUANT_BYPASS_ENABLED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::transquant_bypass_enabled_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_CONSTRAINED_INTRA_PRED_flag_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::constrained_intra_pred_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_ENTROPY_CODING_SYNC_ENABLED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::entropy_coding_sync_enabled_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STDDEPENDENT_SLICE_SEGMENTS_ENABLED_FLAG_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoH265PpsFlags::dependent_slice_segments_enabled_flag` in the PPS when that value is 1.

• **VK_VIDEO_ENCODE_H265_STD_DEPENDENT_SLICE_SEGMENT_flag_SET_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH265SliceSegmentHeader::dependent_slice_segment_flag` in the H.265 slice segment.
header parameters when that value is 1.

- **VK_VIDEO_ENCODE_H265_STD_SLICE_QP_DELTA_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH265SliceSegmentHeader::slice_qp_delta` in the H.265 slice segment header parameters when that value is identical across the slice segments of the encoded frame.

- **VK_VIDEO_ENCODE_H265_STD_DIFFERENT_SLICE_QP_DELTA_BIT_KHR** indicates whether the implementation supports using the application-provided value for `StdVideoEncodeH265SliceSegmentHeader::slice_qp_delta` in the H.265 slice segment header parameters when that value is different across the slice segments of the encoded frame.

These capability flags provide information to the application about specific H.265 syntax element values that the implementation supports without having to override them and do not otherwise restrict the values that the application can specify for any of the mentioned H.265 syntax elements.

```c
// Provided by VK_KHR_video_encode_h265
typedef VkFlags VkVideoEncodeH265StdFlagsKHR;
```

*VkVideoEncodeH265StdFlagsKHR* is a bitmask type for setting a mask of zero or more *VkVideoEncodeH265StdFlagBitsKHR*.

Bits which may be set in *VkVideoEncodeH265CapabilitiesKHR::ctbSizes*, indicating the CTB sizes supported by the implementation, are:

```c
// Provided by VK_KHR_video_encode_h265
typedef enum VkVideoEncodeH265CtbSizeFlagBitsKHR {
    VK_VIDEO_ENCODE_H265_CTB_SIZE_16_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H265_CTB_SIZE_32_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H265_CTB_SIZE_64_BIT_KHR = 0x00000004,
} VkVideoEncodeH265CtbSizeFlagBitsKHR;
```

- **VK_VIDEO_ENCODE_H265_CTB_SIZE_16_BIT_KHR** specifies that a CTB size of 16x16 is supported.
- **VK_VIDEO_ENCODE_H265_CTB_SIZE_32_BIT_KHR** specifies that a CTB size of 32x32 is supported.
- **VK_VIDEO_ENCODE_H265_CTB_SIZE_64_BIT_KHR** specifies that a CTB size of 64x64 is supported.

```c
// Provided by VK_KHR_video_encode_h265
typedef VkFlags VkVideoEncodeH265CtbSizeFlagsKHR;
```

*VkVideoEncodeH265CtbSizeFlagsKHR* is a bitmask type for setting a mask of zero or more *VkVideoEncodeH265CtbSizeFlagBitsKHR*.

Implementations must support at least one of *VkVideoEncodeH265CtbSizeFlagBitsKHR*.

Bits which may be set in *VkVideoEncodeH265CapabilitiesKHR::transformBlockSizes*, indicating the transform block sizes supported by the implementation, are:
// Provided by VK_KHR_video_encode_h265

typedef enum VkVideoEncodeH265TransformBlockSizeFlagBitsKHR {
    VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_4_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_8_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_16_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_32_BIT_KHR = 0x00000008,
} VkVideoEncodeH265TransformBlockSizeFlagBitsKHR;

• VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_4_BIT_KHR specifies that a transform block size of 4x4 is supported.
• VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_8_BIT_KHR specifies that a transform block size of 8x8 is supported.
• VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_16_BIT_KHR specifies that a transform block size of 16x16 is supported.
• VK_VIDEO_ENCODE_H265_TRANSFORM_BLOCK_SIZE_32_BIT_KHR specifies that a transform block size of 32x32 is supported.

// Provided by VK_KHR_video_encode_h265

typedef VkFlags VkVideoEncodeH265TransformBlockSizeFlagsKHR;

VkVideoEncodeH265TransformBlockSizeFlagsKHR is a bitmask type for setting a mask of zero or more VkVideoEncodeH265TransformBlockSizeFlagBitsKHR.

Implementations must support at least one of VkVideoEncodeH265TransformBlockSizeFlagBitsKHR.

37.18.7. H.265 Encode Quality Level Properties

When calling vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR with pVideoProfile->videoCodecOperation specified as VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, the VkVideoEncodeH265QualityLevelPropertiesKHR structure must be included in the pNext chain of the VkVideoEncodeQualityLevelPropertiesKHR structure to retrieve additional video encode quality level properties specific to H.265 encoding.

The VkVideoEncodeH265QualityLevelPropertiesKHR structure is defined as:
// Provided by VK_KHR_video_encode_h265

typedef struct VkVideoEncodeH265QualityLevelPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkVideoEncodeH265RateControlFlagsKHR preferredRateControlFlags;
    uint32_t preferredGopFrameCount;
    uint32_t preferredIdrPeriod;
    uint32_t preferredConsecutiveBFrameCount;
    uint32_t preferredSubLayerCount;
    VkVideoEncodeH265QpKHR preferredConstantQp;
    uint32_t preferredMaxL0ReferenceCount;
    uint32_t preferredMaxL1ReferenceCount;
} VkVideoEncodeH265QualityLevelPropertiesKHR;

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

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

• **preferredRateControlFlags** is a bitmask of **VkVideoEncodeH265RateControlFlagBitsKHR** values indicating the preferred flags to use for **VkVideoEncodeH265RateControlInfoKHR::flags**.

• **preferredGopFrameCount** indicates the preferred value to use for **VkVideoEncodeH265RateControlInfoKHR::gopFrameCount**.

• **preferredIdrPeriod** indicates the preferred value to use for **VkVideoEncodeH265RateControlInfoKHR::idrPeriod**.

• **preferredConsecutiveBFrameCount** indicates the preferred value to use for **VkVideoEncodeH265RateControlInfoKHR::consecutiveBFrameCount**.

• **preferredSubLayerCount** indicates the preferred value to use for **VkVideoEncodeH265RateControlInfoKHR::subLayerCount**.

• **preferredConstantQp** indicates the preferred values to use for **VkVideoEncodeH265NaluSliceSegmentInfoKHR::constantQp** for each picture type when using rate control mode **VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR**.

• **preferredMaxL0ReferenceCount** indicates the preferred maximum number of reference pictures to use in the reference list L0.

• **preferredMaxL1ReferenceCount** indicates the preferred maximum number of reference pictures to use in the reference list L1.

Valid Usage (Implicit)

• VUID-VkVideoEncodeH265QualityLevelPropertiesKHR-sType-sType
  sType must be **VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_QUALITY_LEVEL_PROPERTIES_KHR**

37.18.8. H.265 Encode Session

Additional parameters can be specified when creating a video session with an H.265 encode profile by including an instance of the **VkVideoEncodeH265SessionCreateInfoKHR** structure in the pNext
The VkVideoEncodeH265SessionCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265SessionCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 useMaxLevelIdc;
    StdVideoH265LevelIdc maxLevelIdc;
} VkVideoEncodeH265SessionCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `useMaxLevelIdc` indicates whether the value of `maxLevelIdc` should be used by the implementation. When it is set to `VK_FALSE`, the implementation ignores the value of `maxLevelIdc` and uses the value of `VkVideoEncodeH265CapabilitiesKHR::maxLevelIdc`, as reported by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the video profile.
- `maxLevelIdc` is a `StdVideoH265LevelIdc` value specifying the upper bound on the H.265 level for the video bitstreams produced by the created video session, where enum constant `STD_VIDEO_H265_LEVEL_IDC_<major>_<minor>` identifies H.265 level `<major>.<minor>` as defined in section A.4 of the ITU-T H.265 Specification.

### Valid Usage (Implicit)

- `VUID-VkVideoEncodeH265SessionCreateInfoKHR-sType-sType`  
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_CREATE_INFO_KHR`

### 37.18.9. H.265 Encode Parameter Sets

Video session parameters objects created with the video codec operation `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR` can contain the following types of parameters:

#### H.265 Video Parameter Sets (VPS)

Represented by `StdVideoH265VideoParameterSet` structures and interpreted as follows:

- `reserved1`, `reserved2`, and `reserved3` are used only for padding purposes and are otherwise ignored;
- `vps_video_parameter_set_id` is used as the key of the VPS entry;
- the `max_latency_increase_plus1`, `max_dec_pic_buffering_minus1`, and `max_num_reorder_pics` members of the `StdVideoH265DecPicBufMgr` structure pointed to by `pDecPicBufMgr` correspond to `vps_max_latency_increase_plus1`, `vps_max_dec_pic_buffering_minus1`, and `vps_max_num_reorder_pics`, respectively, as defined in section 7.4.3.1 of the ITU-T H.265 Specification.
specification;

- the `StdVideoH265HrdParameters` structure pointed to by `pHrdParameters` is interpreted as follows:
  - `reserved` is used only for padding purposes and is otherwise ignored;
  - `flags.fixed_pic_rate_general_flag` is a bitmask where bit index `i` corresponds to `fixed_pic_rate_general_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;
  - `flags.fixed_pic_rate_within_cvs_flag` is a bitmask where bit index `i` corresponds to `fixed_pic_rate_within_cvs_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;
  - `flags.low_delay_hrd_flag` is a bitmask where bit index `i` corresponds to `low_delay_hrd_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;
  - if `flags.nal_hrd_parameters_present_flag` is set, then `pSubLayerHrdParametersNal` is a pointer to an array of `vps_max_sub_layers_minus1 + 1` number of `StdVideoH265SubLayerHrdParameters` structures where `vps_max_sub_layers_minus1` is the corresponding member of the encompassing `StdVideoH265VideoParameterSet` structure and each element is interpreted as follows:
    - `cbr_flag` is a bitmask where bit index `i` corresponds to `cbr_flag[i]` as defined in section E.3.3 of the ITU-T H.265 Specification;
    - all other members of the `StdVideoH265SubLayerHrdParameters` structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;
  - if `flags.vcl_hrd_parameters_present_flag` is set, then `pSubLayerHrdParametersVcl` is a pointer to an array of `vps_max_sub_layers_minus1 + 1` number of `StdVideoH265SubLayerHrdParameters` structures where `vps_max_sub_layers_minus1` is the corresponding member of the encompassing `StdVideoH265VideoParameterSet` structure and each element is interpreted as follows:
    - `cbr_flag` is a bitmask where bit index `i` corresponds to `cbr_flag[i]` as defined in section E.3.3 of the ITU-T H.265 Specification;
    - all other members of the `StdVideoH265SubLayerHrdParameters` structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;
  - all other members of `StdVideoH265HrdParameters` are interpreted as defined in section E.3.2 of the ITU-T H.265 Specification;

- the `StdVideoH265ProfileTierLevel` structure pointed to by `pProfileTierLevel` are interpreted as follows:
  - `general_level_idc` is one of the enum constants `STD_VIDEO_H265_LEVEL_IDC_<major>_<minor>` identifying the H.265 level `<major>.<minor>` as defined in section A.4 of the ITU-T H.265 Specification;
  - all other members of `StdVideoH265ProfileTierLevel` are interpreted as defined in section 7.4.4 of the ITU-T H.265 Specification;
  - all other members of `StdVideoH265VideoParameterSet` are interpreted as defined in section 7.4.3.1 of the ITU-T H.265 Specification.
H.265 Sequence Parameter Sets (SPS)

Represented by StdVideoH265SequenceParameterSet structures and interpreted as follows:

- reserved1 and reserved2 are used only for padding purposes and are otherwise ignored;
- the pair constructed from sps_video_parameter_set_id and sps_seq_parameter_set_id is used as the key of the SPS entry;
- the StdVideoH265ProfileTierLevel structure pointed to by pProfileTierLevel are interpreted as follows:
  - general_level_idc is one of the enum constants STD_VIDEO_H265_LEVEL_IDC_<major>_<minor> identifying the H.265 level <major>.<minor> as defined in section A.4 of the ITU-T H.265 Specification;
  - all other members of StdVideoH265ProfileTierLevel are interpreted as defined in section 7.4.4 of the ITU-T H.265 Specification;
- the max_latency_increase_plus1, max_dec_pic_buffering_minus1, and max_num_reorder_pics members of the StdVideoH265DecPicBufMgr structure pointed to by pDecPicBufMgr correspond to sps_max_latency_increase_plus1, sps_max_dec_pic_buffering_minus1, and sps_max_num_reorder_pics, respectively, as defined in section 7.4.3.2 of the ITU-T H.265 Specification;
- if flags.sps_scaling_list_data_present_flag is set, then the StdVideoH265ScalingLists structure pointed to by pScalingLists is interpreted as follows:
  - ScalingList4x4, ScalingList8x8, ScalingList16x16, and ScalingList32x32 correspond to ScalingList[0], ScalingList[1], ScalingList[2], and ScalingList[3], respectively, as defined in section 7.3.4 of the ITU-T H.265 Specification;
  - ScalingListDCCoeff16x16 and ScalingListDCCoeff32x32 correspond to scaling_list_dc_coef_minus8[0] and scaling_list_dc_coef_minus8[1], respectively, as defined in section 7.3.4 of the ITU-T H.265 Specification;
- pShortTermRefPicSet is a pointer to an array of num_short_term_ref_pic_sets number of StdVideoH265ShortTermRefPicSet structures where each element is interpreted as follows:
  - reserved1, reserved2, and reserved3 are used only for padding purposes and are otherwise ignored;
  - used_by_curr_pic_flag is a bitmask where bit index i corresponds to used_by_curr_pic_flag[i] as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - use_delta_flag is a bitmask where bit index i corresponds to use_delta_flag[i] as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - used_by_curr_pic_s0_flag is a bitmask where bit index i corresponds to used_by_curr_pic_s0_flag[i] as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - used_by_curr_pic_s1_flag is a bitmask where bit index i corresponds to used_by_curr_pic_s1_flag[i] as defined in section 7.4.8 of the ITU-T H.265 Specification;
  - all other members of StdVideoH265ShortTermRefPicSet are interpreted as defined in section 7.4.8 of the ITU-T H.265 Specification;
• if `flags.long_term_ref_pics_present_flag` is set then the `StdVideoH265LongTermRefPicsSps` structure pointed to by `pLongTermRefPicsSps` is interpreted as follows:
  ◦ `used_by_curr_pic_lt_sps_flag` is a bitmask where bit index `i` corresponds to `used_by_curr_pic_lt_sps_flag[i]` as defined in section 7.4.3.2 of the ITU-T H.265 Specification;
  ◦ all other members of `StdVideoH265LongTermRefPicsSps` are interpreted as defined in section 7.4.3.2 of the ITU-T H.265 Specification;
• if `flags.vui_parameters_present_flag` is set, then the `StdVideoH265SequenceParameterSetVui` structure pointed to by `pSequenceParameterSetVui` is interpreted as follows:
  ◦ `reserved1`, `reserved2`, and `reserved3` are used only for padding purposes and are otherwise ignored;
  ◦ the `StdVideoH265HrdParameters` structure pointed to by `pHrdParameters` is interpreted as follows:
    ▪ `flags.fixed_pic_rate_general_flag` is a bitmask where bit index `i` corresponds to `fixed_pic_rate_general_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;
    ▪ `flags.fixed_pic_rate_within_cvs_flag` is a bitmask where bit index `i` corresponds to `fixed_pic_rate_within_cvs_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;
    ▪ `flags.low_delay_hrd_flag` is a bitmask where bit index `i` corresponds to `low_delay_hrd_flag[i]` as defined in section E.3.2 of the ITU-T H.265 Specification;
    ▪ if `flags.nal_hrd_parameters_present_flag` is set, then `pSubLayerHrdParametersNal` is a pointer to an array of `sps_max_sub_layers_minus1 + 1` number of `StdVideoH265SubLayerHrdParameters` structures where `sps_max_sub_layers_minus1` is the corresponding member of the encompassing `StdVideoH265SequenceParameterSet` structure and each element is interpreted as follows:
      ▪ `cbr_flag` is a bitmask where bit index `i` corresponds to `cbr_flag[i]` as defined in section E.3.3 of the ITU-T H.265 Specification;
      ▪ all other members of the `StdVideoH265SubLayerHrdParameters` structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;
    ▪ if `flags.vcl_hrd_parameters_present_flag` is set, then `pSubLayerHrdParametersVcl` is a pointer to an array of `sps_max_sub_layers_minus1 + 1` number of `StdVideoH265SubLayerHrdParameters` structures where `sps_max_sub_layers_minus1` is the corresponding member of the encompassing `StdVideoH265SequenceParameterSet` structure and each element is interpreted as follows:
      ▪ `cbr_flag` is a bitmask where bit index `i` corresponds to `cbr_flag[i]` as defined in section E.3.3 of the ITU-T H.265 Specification;
      ▪ all other members of the `StdVideoH265SubLayerHrdParameters` structure are interpreted as defined in section E.3.3 of the ITU-T H.265 Specification;
    ▪ all other members of `StdVideoH265HrdParameters` are interpreted as defined in section E.3.2 of the ITU-T H.265 Specification;
• all other members of `pSequenceParameterSetVui` are interpreted as defined in section E.3.1 of the ITU-T H.265 Specification;

• if `flags.sps_palette_predictor_initializer_present_flag` is set, then the `PredictorPaletteEntries` member of the `StdVideoH265PredictorPaletteEntries` structure pointed to by `pPredictorPaletteEntries` is interpreted as defined in section 7.4.9.13 of the ITU-T H.265 Specification;

• all other members of `StdVideoH265SequenceParameterSet` are interpreted as defined in section 7.4.3.1 of the ITU-T H.265 Specification.

**H.265 Picture Parameter Sets (PPS)**

Represented by `StdVideoH265PictureParameterSet` structures and interpreted as follows:

• `reserved1`, `reserved2`, and `reserved3` are used only for padding purposes and are otherwise ignored;

• the triplet constructed from `sps_video_parameter_set_id`, `pps_seq_parameter_set_id`, and `pps_pic_parameter_set_id` is used as the key of the PPS entry;

• if `flags.pps_scaling_list_data_present_flag` is set, then the `StdVideoH265ScalingLists` structure pointed to by `pScalingLists` is interpreted as follows:
  

  ◦ `ScalingListDCCoef16x16` and `ScalingListDCCoef32x32` correspond to `scaling_list_dc_coef_minus8[0]` and `scaling_list_dc_coef_minus8[1]`, respectively, as defined in section 7.3.4 of the ITU-T H.265 Specification;

• if `flags.pps_palette_predictor_initializer_present_flag` is set, then the `PredictorPaletteEntries` member of the `StdVideoH265PredictorPaletteEntries` structure pointed to by `pPredictorPaletteEntries` is interpreted as defined in section 7.4.9.13 of the ITU-T H.265 Specification;

• all other members of `StdVideoH265PictureParameterSet` are interpreted as defined in section 7.4.3.3 of the ITU-T H.265 Specification.

Implementations may override any of these parameters according to the semantics defined in the Video Encode Parameter Overrides section before storing the resulting H.265 parameter sets into the video session parameters object. Applications need to use the `vkGetEncodedVideoSessionParametersKHR` command to determine whether any implementation overrides happened and to retrieve the encoded H.265 parameter sets in order to be able to produce a compliant H.265 video bitstream.

Such H.265 parameter set overrides may also have cascading effects on the implementation overrides applied to the encoded bitstream produced by video encode operations. If the implementation supports the `VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR` video encode feedback query flag, then the application can use such queries to retrieve feedback about whether any implementation overrides have been applied to the encoded bitstream.
When a video session parameters object is created with the codec operation
VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, the VkVideoSessionParametersCreateInfoKHR::pNext
chain must include a VkVideoEncodeH265SessionParametersCreateInfoKHR structure specifying the
capacity and initial contents of the object.

The VkVideoEncodeH265SessionParametersCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265SessionParametersCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t maxStdVPSCount;
    uint32_t maxStdSPSCount;
    uint32_t maxStdPPSCount;
    const VkVideoEncodeH265SessionParametersAddInfoKHR* pParametersAddInfo;
} VkVideoEncodeH265SessionParametersCreateInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `maxStdVPSCount` is the maximum number of H.265 VPS entries the created
  VkVideoSessionParametersKHR can contain.
- `maxStdSPSCount` is the maximum number of H.265 SPS entries the created
  VkVideoSessionParametersKHR can contain.
- `maxStdPPSCount` is the maximum number of H.265 PPS entries the created
  VkVideoSessionParametersKHR can contain.
- `pParametersAddInfo` is NULL or a pointer to a VkVideoEncodeH265SessionParametersAddInfoKHR
  structure specifying H.265 parameters to add upon object creation.

Valid Usage (Implicit)

- VUID-VkVideoEncodeH265SessionParametersCreateInfoKHR-sType-sType
  `sType` must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_CREATE_INFO_KHR

- VUID-VkVideoEncodeH265SessionParametersCreateInfoKHR-pParametersAddInfo
  If `pParametersAddInfo` is not NULL, `pParametersAddInfo` must be a valid pointer to a valid
  VkVideoEncodeH265SessionParametersAddInfoKHR structure

The VkVideoEncodeH265SessionParametersAddInfoKHR structure is defined as:
// Provided by VK_KHR_video_encode_h265

typedef struct VkVideoEncodeH265SessionParametersAddInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t stdVPSCount;
    const StdVideoH265VideoParameterSet* pStdVPSs;
    uint32_t stdSPSCount;
    const StdVideoH265SequenceParameterSet* pStdSPSs;
    uint32_t stdPPSCount;
    const StdVideoH265PictureParameterSet* pStdPPSs;
} VkVideoEncodeH265SessionParametersAddInfoKHR;

• **sType** is a `VkStructureType` value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **stdVPSCount** is the number of elements in the `pStdVPSs` array.
• **pStdVPSs** is a pointer to an array of `StdVideoH265VideoParameterSet` structures describing the H.265 VPS entries to add.
• **stdSPSCount** is the number of elements in the `pStdSPSs` array.
• **pStdSPSs** is a pointer to an array of `StdVideoH265SequenceParameterSet` structures describing the H.265 SPS entries to add.
• **stdPPSCount** is the number of elements in the `pStdPPSs` array.
• **pStdPPSs** is a pointer to an array of `StdVideoH265PictureParameterSet` structures describing the H.265 PPS entries to add.

This structure can be specified in the following places:

• In the `pParametersAddInfo` member of the `VkVideoEncodeH265SessionParametersCreateInfoKHR` structure specified in the `pNext` chain of `VkVideoSessionParametersCreateInfoKHR` used to create a video session parameters object. In this case, if the video codec operation the video session parameters object is created with is `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then it defines the set of initial parameters to add to the created object (see Creating Video Session Parameters).

• In the `pNext` chain of `VkVideoSessionParametersUpdateInfoKHR`. In this case, if the video codec operation the video session parameters object to be updated was created with is `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`, then it defines the set of parameters to add to it (see Updating Video Session Parameters).

---

**Valid Usage (Implicit)**

• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-sType-sType
  **sType** must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_ADD_INFO_KHR`

• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-pStdVPSs-parameter
  If `stdVPSCount` is not 0, and `pStdVPSs` is not NULL, `pStdVPSs` must be a valid pointer to an array of `stdVPSCount StdVideoH265VideoParameterSet` values
• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-pStdSPSs-parameter
  If $\text{stdSPSCount}$ is not 0, and $p\text{StdSPSs}$ is not NULL, $p\text{StdSPSs}$ must be a valid pointer to an array of $\text{stdSPSCount}$ StdVideoH265SequenceParameterSet values.

• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-pStdPPSs-parameter
  If $\text{stdPPSCount}$ is not 0, and $p\text{StdPPSs}$ is not NULL, $p\text{StdPPSs}$ must be a valid pointer to an array of $\text{stdPPSCount}$ StdVideoH265PictureParameterSet values.

### Valid Usage

• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-None-06438
  The $\text{vps\_video\_parameter\_set\_id}$ member of each StdVideoH265VideoParameterSet structure specified in the elements of $p\text{StdVPSs}$ must be unique within $p\text{StdVPSs}$.

• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-None-06439
  The pair constructed from the $\text{sps\_video\_parameter\_set\_id}$ and $\text{sps\_seq\_parameter\_set\_id}$ members of each StdVideoH265SequenceParameterSet structure specified in the elements of $p\text{StdSPSs}$ must be unique within $p\text{StdSPSs}$.

• VUID-VkVideoEncodeH265SessionParametersAddInfoKHR-None-06440
  The triplet constructed from the $\text{sps\_video\_parameter\_set\_id}$, $\text{pps\_seq\_parameter\_set\_id}$, and $\text{pps\_pic\_parameter\_set\_id}$ members of each StdVideoH265PictureParameterSet structure specified in the elements of $p\text{StdPPSs}$ must be unique within $p\text{StdPPSs}$.

The `VkVideoEncodeH265SessionParametersGetInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265SessionParametersGetInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 writeStdVPS;
    VkBool32 writeStdSPS;
    VkBool32 writeStdPPS;
    uint32_t stdVPSId;
    uint32_t stdSPSId;
    uint32_t stdPPSId;
} VkVideoEncodeH265SessionParametersGetInfoKHR;
```

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

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

• **writeStdVPS** indicates whether the encoded H.265 video parameter set identified by $\text{stdVPSId}$ is requested to be retrieved.

• **writeStdSPS** indicates whether the encoded H.265 sequence parameter set identified by the pair constructed from $\text{stdVPSId}$ and $\text{stdSPSId}$ is requested to be retrieved.

• **writeStdPPS** indicates whether the encoded H.265 picture parameter set identified by the triplet constructed from $\text{stdVPSId}$, $\text{stdSPSId}$, and $\text{stdPPSId}$ is requested to be retrieved.
• `stdVPSId` specifies the H.265 video parameter set ID used to identify the retrieved H.265 video, sequence, and/or picture parameter set(s).

• `stdSPSId` specifies the H.265 sequence parameter set ID used to identify the retrieved H.265 sequence and/or picture parameter set(s) when `writeStdSPS` and/or `writeStdPPS` is set to `VK_TRUE`.

• `stdPPSId` specifies the H.265 picture parameter set ID used to identify the retrieved H.265 picture parameter set when `writeStdPPS` is set to `VK_TRUE`.

When this structure is specified in the `pNext` chain of the `VkVideoEncodeSessionParametersGetInfoKHR` structure passed to `vkGetEncodedVideoSessionParametersKHR`, the command will write encoded parameter data to the output buffer in the following order:

1. The **H.265 video parameter set** identified by `stdVPSId`, if `writeStdVPS` is set to `VK_TRUE`.
2. The **H.265 sequence parameter set** identified by the pair constructed from `stdVPSId` and `stdSPSId`, if `writeStdSPS` is set to `VK_TRUE`.
3. The **H.265 picture parameter set** identified by the triplet constructed from `stdVPSId`, `stdSPSId`, and `stdPPSId`, if `writeStdPPS` is set to `VK_TRUE`.

### Valid Usage

- **VUID-VkVideoEncodeH265SessionParametersGetInfoKHR-writeStdVPS-08290**
  
  At least one of `writeStdVPS`, `writeStdSPS`, and `writeStdPPS` **must** be set to `VK_TRUE`.

### Valid Usage (Implicit)

- **VUID-VkVideoEncodeH265SessionParametersGetInfoKHR-sType-sType**
  
  `sType` **must** be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_GET_INFO_KHR`.

The `VkVideoEncodeH265SessionParametersFeedbackInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265SessionParametersFeedbackInfoKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 hasStdVPSOverrides;
    VkBool32 hasStdSPSOverrides;
    VkBool32 hasStdPPSOverrides;
} VkVideoEncodeH265SessionParametersFeedbackInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is **NULL** or a pointer to a structure extending this structure.
- `hasStdVPSOverrides` indicates whether any of the parameters of the requested **H.265 video parameter set**, if one was requested via `VkVideoEncodeH265SessionParametersGetInfoKHR`
::writeStdVPS, were overridden by the implementation.

- **hasStdSPSOverrides** indicates whether any of the parameters of the requested H.265 sequence parameter set, if one was requested via VkVideoEncodeH265SessionParametersGetInfoKHR ::writeStdSPS, were overridden by the implementation.

- **hasStdPPSOverrides** indicates whether any of the parameters of the requested H.265 picture parameter set, if one was requested via VkVideoEncodeH265SessionParametersGetInfoKHR ::writeStdPPS, were overridden by the implementation.

### Valid Usage (Implicit)

- VUID-VkVideoEncodeH265SessionParametersFeedbackInfoKHR-sType-sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_FEEDBACK_INFO_KHR

#### 37.18.10. H.265 Encoding Parameters

The VkVideoEncodeH265PictureInfoKHR structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265PictureInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t naluSliceSegmentEntryCount;
    const VkVideoEncodeH265NaluSliceSegmentInfoKHR* pNaluSliceSegmentEntries;
    const StdVideoEncodeH265PictureInfo* pStdPictureInfo;
} VkVideoEncodeH265PictureInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **naluSliceSegmentEntryCount** is the number of elements in pNaluSliceSegmentEntries.
- **pNaluSliceSegmentEntries** is a pointer to an array of naluSliceSegmentEntryCount VkVideoEncodeH265NaluSliceSegmentInfoKHR structures specifying the parameters of the individual H.265 slice segments to encode for the input picture.
- **pStdPictureInfo** is a pointer to a StdVideoEncodeH265PictureInfo structure specifying H.265 picture information.

This structure is specified in the **pNext** chain of the VkVideoEncodeInfoKHR structure passed to vkCmdEncodeVideoKHR to specify the codec-specific picture information for an H.265 encode operation.

### Encode Input Picture Information

When this structure is specified in the **pNext** chain of the VkVideoEncodeInfoKHR structure passed to vkCmdEncodeVideoKHR, the information related to the encode input picture is defined as follows:
• The image subregion used is determined according to the H.265 Encode Picture Data Access section.

• The encode input picture is associated with the H.265 picture information provided in pStdPictureInfo.

Std Picture Information

The members of the StdVideoEncodeH265PictureInfo structure pointed to by pStdPictureInfo are interpreted as follows:

• flags.reserved and reserved1 are used only for padding purposes and are otherwise ignored;

• flags.is_reference as defined in section 3.132 of the ITU-T H.265 Specification;

• flags.IntraPicFlag as defined in section 3.73 of the ITU-T H.265 Specification;

• flags.used_for_long_term_reference is used to indicate whether the picture is marked as “used for long-term reference” as defined in section 8.3.2 of the ITU-T H.265 Specification;

• flags.discardable_flag and cross_layer_bla_flag as defined in section F.7.4.7.1 of the ITU-T H.265 Specification;

• pic_type as defined in section 7.4.3.5 of the ITU-T H.265 Specification;

• sps_video_parameter_set_id, pps_seq_parameter_set_id, and pps_pic_parameter_set_id are used to identify the active parameter sets, as described below;

• PicOrderCntVal as defined in section 8.3.1 of the ITU-T H.265 Specification;

• TemporalId as defined in section 7.4.2.2 of the ITU-T H.265 Specification;

• if pRefLists is not NULL, then it is a pointer to a StdVideoEncodeH265ReferenceListsInfo structure that is interpreted as follows:
  ◦ flags.reserved is used only for padding purposes and is otherwise ignored;
  ◦ ref_pic_list_modification_flag_l0 and ref_pic_list_modification_flag_l1 as defined in section 7.4.7.2 of the ITU-T H.265 Specification;
  ◦ num_ref_idx_l0_active_minus1 and num_ref_idx_l1_active_minus1 as defined in section 7.4.7.1 of the ITU-T H.265 Specification;
  ◦ RefPicList0 and RefPicList1 as defined in section 8.3.4 of the ITU-T H.265 Specification where each element of these arrays either identifies an active reference picture using its DPB slot index or contains the value STD_VIDEO_H265_NO_REFERENCE_PICTURE to indicate “no reference picture”;
  ◦ list_entry_l0 and list_entry_l1 as defined in section 7.4.7.2 of the ITU-T H.265 Specification;

• if flags.short_term_ref_pic_set_sps_flag is set, then the StdVideoH265ShortTermRefPicSet structure pointed to by pShortTermRefPicSet is interpreted as defined for the elements of the pShortTermRefPicSet array specified in H.265 sequence parameter sets.

• if flags.long_term_ref_pics_present_flag is set in the active SPS, then the StdVideoEncodeH265LongTermRefPics structure pointed to by pLongTermRefPics is interpreted as follows:
  ◦ used_by_curr_pic_lt_flag is a bitmask where bit index i corresponds to
used by curr_pic_lt_flag[i] as defined in section 7.4.7.1 of the ITU-T H.265 Specification;

- all other members of StdVideoEncodeH265LongTermRefPics are interpreted as defined in section 7.4.7.1 of the ITU-T H.265 Specification;

- all other members are interpreted as defined in section 7.4.7.1 of the ITU-T H.265 Specification.

Reference picture setup is controlled by the value of StdVideoEncodeH265PictureInfo::flags.is_reference. If it is set and a reconstructed picture is specified, then the latter is used as the target of picture reconstruction to activate the DPB slot specified in pEncodeInfo->pSetupReferenceSlot->slotIndex. If StdVideoEncodeH265PictureInfo::flags.is_reference is not set, but a reconstructed picture is specified, then the corresponding picture reference associated with the DPB slot is invalidated, as described in the DPB Slot States section.

Active Parameter Sets

The members of the StdVideoEncodeH265PictureInfo structure pointed to by pStdPictureInfo are used to select the active parameter sets to use from the bound video session parameters object, as follows:

- The active VPS is the VPS identified by the key specified in StdVideoEncodeH265PictureInfo::sps_video_parameter_set_id.

- The active SPS is the SPS identified by the key specified by the pair constructed from StdVideoEncodeH265PictureInfo::sps_video_parameter_set_id and StdVideoEncodeH265PictureInfo::pps_seq_parameter_set_id.

- The active PPS is the PPS identified by the key specified by the triplet constructed from StdVideoEncodeH265PictureInfo::sps_video_parameter_set_id, StdVideoEncodeH265PictureInfo::pps_seq_parameter_set_id, and StdVideoEncodeH265PictureInfo::pps_pic_parameter_set_id.

H.265 encoding uses explicit weighted sample prediction for a slice segment, as defined in section 8.5.3.3.4 of the ITU-T H.265 Specification, if any of the following conditions are true for the active PPS and the pStdSliceSegmentHeader member of the corresponding element of pNaluSliceSegmentEntries:

- pStdSliceSegmentHeader->slice_type is STD_VIDEO_H265_SLICE_TYPE_P and weighted_pred_flag is enabled in the active PPS.

- pStdSliceSegmentHeader->slice_type is STD_VIDEO_H265_SLICE_TYPE_B and weighted_bipred_flag is enabled in the active PPS.

The number of H.265 tiles, as defined in section 3.174 of the ITU-T H.265 Specification, is derived from the num_tile_columns_minus1 and num_tile_rows_minus1 members of the active PPS as follows:

\[(\text{num_tile_columns_minus1} + 1) \times (\text{num_tile_rows_minus1} + 1)\]

Valid Usage

- VUID-VkVideoEncodeH265PictureInfoKHR-naluSliceSegmentEntryCount-08306

  naluSliceSegmentEntryCount must be between 1 and VkVideoEncodeH265SCapabilitiesKHR
The `VkVideoEncodeH265NaluSliceSegmentInfoKHR` structure is defined as:
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265NaluSliceSegmentInfoKHR {
    VkStructureType sType;
    const void* pNext;
    int32_t constantQp;
    const StdVideoEncodeH265SliceSegmentHeader* pStdSliceSegmentHeader;
} VkVideoEncodeH265NaluSliceSegmentInfoKHR;

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `constantQp` is the QP to use for the slice segment if the current rate control mode configured for the video session is VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR.
- `pStdSliceSegmentHeader` is a pointer to a StdVideoEncodeH265SliceSegmentHeader structure specifying H.265 slice segment header parameters for the slice segment.

**Std Slice Segment Header Parameters**

The members of the StdVideoEncodeH265SliceSegmentHeader structure pointed to by `pStdSliceSegmentHeader` are interpreted as follows:

- `flags.reserved` and `reserved1` are used only for padding purposes and are otherwise ignored;
- if `pWeightTable` is not NULL, then it is a pointer to a StdVideoEncodeH265WeightTable that is interpreted as follows:
  - `flags.luma_weight_l0_flag`, `flags.chroma_weight_l0_flag`, `flags.luma_weight_l1_flag`, and
    `flags.chroma_weight_l1_flag` are bitmasks where bit index i corresponds to
    `luma_weight_l0_flag[i]`, `chroma_weight_l0_flag[i]`, `luma_weight_l1_flag[i]`, and
    `chroma_weight_l1_flag[i]`, respectively, as defined in section 7.4.7.3 of the ITU-T H.265 Specification;
  - all other members of StdVideoEncodeH265WeightTable are interpreted as defined in section 7.4.7.3 of the ITU-T H.265 Specification;
- all other members are interpreted as defined in section 7.4.7.1 of the ITU-T H.265 Specification.

**Valid Usage (Implicit)**

- VUID-VkVideoEncodeH265NaluSliceSegmentInfoKHR-sType-sType
  `sType` must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_NALU_SLICE_SEGMENT_INFO_KHR
- VUID-VkVideoEncodeH265NaluSliceSegmentInfoKHR-pNext-pNext
  `pNext` must be NULL
- VUID-VkVideoEncodeH265NaluSliceSegmentInfoKHR-pStdSliceSegmentHeader-parameter
  `pStdSliceSegmentHeader` must be a valid pointer to a valid StdVideoEncodeH265SliceSegmentHeader value
The **VkVideoEncodeH265DpbSlotInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265DpbSlotInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const StdVideoEncodeH265ReferenceInfo* pStdReferenceInfo;
} VkVideoEncodeH265DpbSlotInfoKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **pStdReferenceInfo** is a pointer to a `StdVideoEncodeH265ReferenceInfo` structure specifying H.265 reference information.

This structure is specified in the `pNext` chain of `VkVideoEncodeInfoKHR::pSetupReferenceSlot`, if not `NULL`, and the `pNext` chain of the elements of `VkVideoEncodeInfoKHR::pReferenceSlots` to specify the codec-specific reference picture information for an H.265 encode operation.

### Active Reference Picture Information

When this structure is specified in the `pNext` chain of the elements of `VkVideoEncodeInfoKHR::pReferenceSlots`, one element is added to the list of active reference pictures used by the video encode operation for each element of `VkVideoEncodeInfoKHR::pReferenceSlots` as follows:

- The image subregion used is determined according to the H.265 Encode Picture Data Access section.
- The reference picture is associated with the DPB slot index specified in the `slotIndex` member of the corresponding element of `VkVideoEncodeInfoKHR::pReferenceSlots`.
- The reference picture is associated with the H.265 reference information provided in `pStdReferenceInfo`.

### Reconstructed Picture Information

When this structure is specified in the `pNext` chain of `VkVideoEncodeInfoKHR::pSetupReferenceSlot`, the information related to the reconstructed picture is defined as follows:

- The image subregion used is determined according to the H.265 Encode Picture Data Access section.
- If reference picture setup is requested, then the reconstructed picture is used to activate the DPB slot with the index specified in `VkVideoEncodeInfoKHR::pSetupReferenceSlot->slotIndex`.
- The reconstructed picture is associated with the H.265 reference information provided in `pStdReferenceInfo`.

### Std Reference Information

The members of the `StdVideoEncodeH265ReferenceInfo` structure pointed to by `pStdReferenceInfo` are interpreted as follows:
• `flags.reserved` is used only for padding purposes and is otherwise ignored;
• `flags.used_for_long_term_reference` is used to indicate whether the picture is marked as “used for long-term reference” as defined in section 8.3.2 of the ITU-T H.265 Specification;
• `flags.unused_for_reference` is used to indicate whether the picture is marked as “unused for reference” as defined in section 8.3.2 of the ITU-T H.265 Specification;
• `pic_type` as defined in section 7.4.3.5 of the ITU-T H.265 Specification;
• `PicOrderCntVal` as defined in section 8.3.1 of the ITU-T H.265 Specification;
• `TemporalId` as defined in section 7.4.2.2 of the ITU-T H.265 Specification.

Valid Usage (Implicit)

• VUID-VkVideoEncodeH265DpbSlotInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_DPBB_SLOT_INFO_KHR`
• VUID-VkVideoEncodeH265DpbSlotInfoKHR-pStdReferenceInfo-parameter
  `pStdReferenceInfo` must be a valid pointer to a valid `StdVideoEncodeH265ReferenceInfo` value

37.18.11. H.265 Encode Rate Control

Group of Pictures

In case of H.265 encoding it is common practice to follow a regular pattern of different picture types in display order when encoding subsequent frames. This pattern is referred to as the *group of pictures* (GOP).

A regular GOP is defined by the following parameters:

• The number of frames in the GOP;
• The number of consecutive B frames between I and/or P frames in display order.

GOPs are further classified as *open* and *closed* GOPs.

Frame types in an open GOP follow each other in display order according to the following algorithm:

1. The first frame is always an I frame.
2. This is followed by a number of consecutive B frames, as defined above.
3. If the number of frames in the GOP is not reached yet, then the next frame is a P frame and the algorithm continues from step 2.
In case of a closed GOP, an **IDR frame** is used at a certain period.

**Figure 32. H.265 closed GOP**

It is also typical for H.265 encoding to use specific reference picture usage patterns across the frames of the GOP. The two most common reference patterns used are as follows:

**Flat Reference Pattern**
- Each P frame uses the last non-B frame, in display order, as reference.
- Each B frame uses the last non-B frame, in display order, as its backward reference, and uses the next non-B frame, in display order, as its forward reference.

**Dyadic Reference Pattern**
- Each P frame uses the last non-B frame, in display order, as reference.
The following algorithm is applied to the sequence of consecutive B frames between I and/or P frames in display order:

1. The B frame in the middle of this sequence uses the frame preceding the sequence as its backward reference, and uses the frame following the sequence as its forward reference.

2. The algorithm is executed recursively for the following frame sequences:
   - The B frames of the original sequence preceding the frame in the middle, if any.
   - The B frames of the original sequence following the frame in the middle, if any.

![H.265 dyadic reference pattern](image)

*Figure 34. H.265 dyadic reference pattern*

The application can provide guidance to the implementation's rate control algorithm about the structure of the GOP used by the application. Any such guidance about the GOP and its structure does not mandate that specific GOP structure to be used by the application, as the picture type of individual encoded pictures is still application-controlled, however, any deviation from the provided guidance may result in undesired rate control behavior including, but not limited, to the implementation not being able to conform to the expected average or target bitrates, or other rate control parameters specified by the application.

When an H.265 encode session is used to encode multiple temporal sub-layers, it is also common practice to follow a regular pattern for the H.265 temporal ID for the encoded pictures in display order when encoding subsequent frames. This pattern is referred to as the temporal GOP. The most common temporal layer pattern used is as follows:

**Dyadic Temporal Sub-Layer Pattern**

- The number of frames in the temporal GOP is $2^{n-1}$, where $n$ is the number of temporal sub-layers.
- The $i^{th}$ frame in the temporal GOP uses temporal ID $t$, if and only if the index of the least significant bit set in $i$ equals $n-t-1$, except for the first frame, which is the only frame in the temporal GOP using temporal ID zero.
- The $i^{th}$ frame in the temporal GOP uses the $r^{th}$ frame as reference, where $r$ is calculated from $i$ by clearing the least significant bit set in it, except for the first frame in the temporal GOP, which uses the first frame of the previous temporal GOP, if any, as reference.
Note
Multi-layer rate control and multi-layer coding are typically used for streaming cases where low latency is expected, hence B pictures with forward prediction are usually not used.

The `VkVideoEncodeH265RateControlInfoKHR` structure is defined as:

```
// Provided by VK_KHR_video_encode_h265
typedef struct VkVideoEncodeH265RateControlInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkVideoEncodeH265RateControlFlagsKHR flags;
    uint32_t gopFrameCount;
    uint32_t idrPeriod;
    uint32_t consecutiveBFrameCount;
    uint32_t subLayerCount;
} VkVideoEncodeH265RateControlInfoKHR;
```

- `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 `VkVideoEncodeH265RateControlFlagBitsKHR` specifying H.265 rate control flags.
- `gopFrameCount` is the number of frames within a group of pictures (GOP) intended to be used by the application. If it is set to 0, the rate control algorithm may assume an implementation-dependent GOP length. If it is set to `UINT32_MAX`, the GOP length is treated as infinite.
- `idrPeriod` is the interval, in terms of number of frames, between two IDR frames (see IDR period). If it is set to 0, the rate control algorithm may assume an implementation-dependent IDR period. If it is set to `UINT32_MAX`, the IDR period is treated as infinite.
• **consecutiveBFrameCount** is the number of consecutive B frames between I and/or P frames within the GOP.

• **temporalLayerCount** specifies the number of H.265 sub-layers that the application intends to use.

When an instance of this structure is included in the `pNext` chain of the `VkVideoCodingControlInfoKHR` structure passed to the `vkCmdControlVideoCodingKHR` command, and `VkVideoCodingControlInfoKHR::flags` includes `VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR`, the parameters in this structure are used as guidance for the implementation's rate control algorithm (see Video Coding Control).

If `flags` includes `VK_VIDEO_ENCODE_H265_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR`, then the rate control state is reset to an initial state to meet HRD compliance requirements. Otherwise the new rate control state may be applied without a reset depending on the implementation and the specified rate control parameters.

**Note**

It would be possible to infer the picture type to be used when encoding a frame, on the basis of the values provided for `consecutiveBFrameCount`, `idrPeriod`, and `gopFrameCount`, but this inferred picture type will not be used by implementations to override the picture type provided to the video encode operation.

**Valid Usage**

• **VUID-VkVideoEncodeH265RateControlInfoKHR-flags-08291**
  If `VkVideoEncodeH265CapabilitiesKHR::flags`, as returned by `vkGetPhysicalDeviceVideoCapabilitiesKHR` for the used video profile, does not include `VK_VIDEO_ENCODE_H265_CAPABILITY_HRD_COMPLIANCE_BIT_KHR`, then `flags` must not contain `VK_VIDEO_ENCODE_H265_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR`.

• **VUID-VkVideoEncodeH265RateControlInfoKHR-flags-08292**
  If `flags` contains `VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR` or `VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR`, then it must also contain `VK_VIDEO_ENCODE_H265_RATE_CONTROL_REGULAR_GOP_BIT_KHR`.

• **VUID-VkVideoEncodeH265RateControlInfoKHR-flags-08293**
  If `flags` contains `VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR`, then it must not also contain `VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR`.

• **VUID-VkVideoEncodeH265RateControlInfoKHR-flags-08294**
  If `flags` contains `VK_VIDEO_ENCODE_H265_RATE_CONTROL_REGULAR_GOP_BIT_KHR`, then `gopFrameCount` must be greater than 0.

• **VUID-VkVideoEncodeH265RateControlInfoKHR-idrPeriod-08295**
  If `idrPeriod` is not 0, then it must be greater than or equal to `gopFrameCount`.

• **VUID-VkVideoEncodeH265RateControlInfoKHR-consecutiveBFrameCount-08296**
  If `consecutiveBFrameCount` is not 0, then it must be less than `gopFrameCount`. 
Valid Usage (Implicit)

- **VUID-VkVideoEncodeH265RateControlInfoKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_RATE_CONTROL_INFO_KHR`

- **VUID-VkVideoEncodeH265RateControlInfoKHR-flags-parameter**
  - `flags` must be a valid combination of `VkVideoEncodeH265RateControlFlagBitsKHR` values

Bits which can be set in `VkVideoEncodeH265RateControlInfoKHR::flags`, specifying H.265 rate control flags, are:

```c
// Provided by VK_KHR_video_encode_h265
typedef enum VkVideoEncodeH265RateControlFlagBitsKHR {
    VK_VIDEO_ENCODE_H265_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR = 0x00000001,
    VK_VIDEO_ENCODE_H265_RATE_CONTROL_REGULAR_GOP_BIT_KHR = 0x00000002,
    VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR = 0x00000004,
    VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR = 0x00000008,
    VK_VIDEO_ENCODE_H265_RATE_CONTROL_TEMPORAL_SUB_LAYER_PATTERN_DYADIC_BIT_KHR =
        0x00000010,
} VkVideoEncodeH265RateControlFlagBitsKHR;
```

- **VK_VIDEO_ENCODE_H265_RATE_CONTROL_ATTEMPT_HRD_COMPLIANCE_BIT_KHR** specifies that rate control *should* attempt to produce an HRD compliant bitstream, as defined in annex C of the ITU-T H.265 Specification.

- **VK_VIDEO_ENCODE_H265_RATE_CONTROL_REGULAR_GOP_BIT_KHR** specifies that the application intends to use a regular GOP structure according to the parameters specified in the `gopFrameCount`, `idrPeriod`, and `consecutiveBFrameCount` members of the `VkVideoEncodeH265RateControlInfoKHR` structure.

- **VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_FLAT_BIT_KHR** specifies that the application intends to follow a flat reference pattern in the GOP.

- **VK_VIDEO_ENCODE_H265_RATE_CONTROL_REFERENCE_PATTERN_DYADIC_BIT_KHR** specifies that the application intends to follow a dyadic reference pattern in the GOP.

- **VK_VIDEO_ENCODE_H265_RATE_CONTROL_TEMPORAL_SUB_LAYER_PATTERN_DYADIC_BIT_KHR** specifies that the application intends to follow a dyadic temporal sub-layer pattern.

```c
// Provided by VK_KHR_video_encode_h265
typedef VkFlags VkVideoEncodeH265RateControlFlagsKHR;
```

`VkVideoEncodeH265RateControlFlagsKHR` is a bitmask type for setting a mask of zero or more `VkVideoEncodeH265RateControlFlagBitsKHR`.

Rate Control Layers

The `VkVideoEncodeH265RateControlLayerInfoKHR` structure is defined as:
typedef struct VkVideoEncodeH265RateControlLayerInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 useMinQp;
    VkVideoEncodeH265QpKHR minQp;
    VkBool32 useMaxQp;
    VkVideoEncodeH265QpKHR maxQp;
    VkBool32 useMaxFrameSize;
    VkVideoEncodeH265FrameSizeKHR maxFrameSize;
} VkVideoEncodeH265RateControlLayerInfoKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **useMinQp** indicates whether the QP values determined by rate control will be clamped to the lower bounds on the QP values specified in **minQp**.
- **minQp** specifies the lower bounds on the QP values, for each picture type, that the implementation’s rate control algorithm will use when **useMinQp** is set to VK_TRUE.
- **useMaxQp** indicates whether the QP values determined by rate control will be clamped to the upper bounds on the QP values specified in **maxQp**.
- **maxQp** specifies the upper bounds on the QP values, for each picture type, that the implementation’s rate control algorithm will use when **useMaxQp** is set to VK_TRUE.
- **useMaxFrameSize** indicates whether the implementation’s rate control algorithm should use the values specified in **maxFrameSize** as the upper bounds on the encoded frame size for each picture type.
- **maxFrameSize** specifies the upper bounds on the encoded frame size, for each picture type, when **useMaxFrameSize** is set to VK_TRUE.

When used, the values in **minQp** and **maxQp** guarantee that the effective QP values used by the implementation will respect those lower and upper bounds, respectively. However, limiting the range of QP values that the implementation is able to use will also limit the capabilities of the implementation’s rate control algorithm to comply to other constraints. In particular, the implementation may not be able to comply to the following:

- The average and/or peak bitrate values to be used for the encoded bitstream specified in the **averageBitrate** and **maxBitrate** members of the VkVideoEncodeRateControlLayerInfoKHR structure.
- The upper bounds on the encoded frame size, for each picture type, specified in the **maxFrameSize** member of VkVideoEncodeH265RateControlLayerInfoKHR.

**Note**
In general, applications need to configure rate control parameters appropriately in order to be able to get the desired rate control behavior, as described in the Video Encode Rate Control section.
When an instance of this structure is included in the \texttt{pNext} chain of a \texttt{VkVideoEncodeRateControlLayerInfoKHR} structure specified in one of the elements of the \texttt{pLayers} array member of the \texttt{VkVideoEncodeRateControlInfoKHR} structure passed to the \texttt{vkCmdControlVideoCodingKHR} command, \texttt{VkVideoCodingControlInfoKHR::flags} includes \texttt{VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR}, and the bound video session was created with the video codec operation \texttt{VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR}, it specifies the H.265-specific rate control parameters of the rate control layer corresponding to that element of \texttt{pLayers}.

### Valid Usage

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-useMinQp-08297**
  
  If \texttt{useMinQp} is \texttt{VK_TRUE}, then the \texttt{qpI}, \texttt{qpP}, and \texttt{qpB} members of \texttt{minQp} **must** all be between \texttt{VkVideoEncodeH265CapabilitiesKHR::minQp} and \texttt{VkVideoEncodeH265CapabilitiesKHR::maxQp}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the used video profile.

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-useMaxQp-08298**
  
  If \texttt{useMaxQp} is \texttt{VK_TRUE}, then the \texttt{qpI}, \texttt{qpP}, and \texttt{qpB} members of \texttt{maxQp} **must** all be between \texttt{VkVideoEncodeH265CapabilitiesKHR::minQp} and \texttt{VkVideoEncodeH265CapabilitiesKHR::maxQp}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the used video profile.

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-useMinQp-08299**
  
  If \texttt{useMinQp} is \texttt{VK_TRUE} and \texttt{VkVideoEncodeH265CapabilitiesKHR::flags}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the used video profile, does not include \texttt{VK_VIDEO_ENCODE_H265_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR}, then the \texttt{qpI}, \texttt{qpP}, and \texttt{qpB} members of \texttt{minQp} **must** all specify the same value.

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-useMaxQp-08300**
  
  If \texttt{useMaxQp} is \texttt{VK_TRUE} and \texttt{VkVideoEncodeH265CapabilitiesKHR::flags}, as returned by \texttt{vkGetPhysicalDeviceVideoCapabilitiesKHR} for the used video profile, does not include \texttt{VK_VIDEO_ENCODE_H265_CAPABILITY_PER_PICTURE_TYPE_MIN_MAX_QP_BIT_KHR}, then the \texttt{qpI}, \texttt{qpP}, and \texttt{qpB} members of \texttt{maxQp} **must** all specify the same value.

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-useMinQp-08375**
  
  If \texttt{useMinQp} and \texttt{useMaxQp} are both \texttt{VK_TRUE}, then the \texttt{qpI}, \texttt{qpP}, and \texttt{qpB} members of \texttt{minQp} **must** all be less than or equal to the respective members of \texttt{maxQp}.

### Valid Usage (Implicit)

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-sType-sType**
  
  \texttt{sType} **must** be \texttt{VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_RATE_CONTROL_LAYER_INFO_KHR}.

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-minQp-parameter**
  
  \texttt{minQp} **must** be a valid \texttt{VkVideoEncodeH265QpKHR} structure.

- **VUID-VkVideoEncodeH265RateControlLayerInfoKHR-maxQp-parameter**
  
  \texttt{maxQp} **must** be a valid \texttt{VkVideoEncodeH265QpKHR} structure.
The `VkVideoEncodeH265QpKHR` structure is defined as:

```c
typedef struct VkVideoEncodeH265QpKHR {
    int32_t qpI;
    int32_t qpP;
    int32_t qpB;
} VkVideoEncodeH265QpKHR;
```

- `qpI` is the QP to be used for I pictures.
- `qpP` is the QP to be used for P pictures.
- `qpB` is the QP to be used for B pictures.

The `VkVideoEncodeH265FrameSizeKHR` structure is defined as:

```c
typedef struct VkVideoEncodeH265FrameSizeKHR {
    uint32_t frameISize;
    uint32_t framePSize;
    uint32_t frameBSize;
} VkVideoEncodeH265FrameSizeKHR;
```

- `frameISize` is the size in bytes to be used for I frames.
- `framePSize` is the size in bytes to be used for P frames.
- `frameBSize` is the size in bytes to be used for B frames.

**GOP Remaining Frames**

Besides session level rate control configuration, the application can specify the number of frames per frame type remaining in the group of pictures (GOP).

The `VkVideoEncodeH265GopRemainingFrameInfoKHR` structure is defined as:

```c
typedef struct VkVideoEncodeH265GopRemainingFrameInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkBool32 useGopRemainingFrames;
    uint32_t gopRemainingI;
    uint32_t gopRemainingP;
    uint32_t gopRemainingB;
} VkVideoEncodeH265GopRemainingFrameInfoKHR;
```
• sType is a VkStructureType value identifying this structure.

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

• useGopRemainingFrames indicates whether the implementation’s rate control algorithm should use the values specified in gopRemainingI, gopRemainingP, and gopRemainingB. If useGopRemainingFrames is VK_FALSE, then the values of gopRemainingI, gopRemainingP, and gopRemainingB are ignored.

• gopRemainingI specifies the number of I frames the implementation’s rate control algorithm should assume to be remaining in the GOP prior to executing the video encode operation.

• gopRemainingP specifies the number of P frames the implementation’s rate control algorithm should assume to be remaining in the GOP prior to executing the video encode operation.

• gopRemainingB specifies the number of B frames the implementation’s rate control algorithm should assume to be remaining in the GOP prior to executing the video encode operation.

Setting useGopRemainingFrames to VK_TRUE and including this structure in the pNext chain of VkVideoBeginCodingInfoKHR is only mandatory if the VkVideoEncodeH265CapabilitiesKHR::requiresGopRemainingFrames reported for the used video profile is VK_TRUE. However, implementations may use these remaining frame counts, when specified, even when it is not required. In particular, when the application does not use a regular GOP structure, these values may provide additional guidance for the implementation’s rate control algorithm.

The VkVideoEncodeH265CapabilitiesKHR::prefersGopRemainingFrames capability is also used to indicate that the implementation’s rate control algorithm may operate more accurately if the application specifies the remaining frame counts using this structure.

As with other rate control guidance values, if the effective order and number of frames encoded by the application are not in line with the remaining frame counts specified in this structure at any given point, then the behavior of the implementation’s rate control algorithm may deviate from the one expected by the application.

Valid Usage (Implicit)

• VUID-VkVideoEncodeH265GopRemainingFrameInfoKHR-sType-sType

sType must be VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_GOP_REMAINING_FRAME_INFO_KHR

37.18.12. H.265 Encode Requirements

This section described the required H.265 encoding capabilities for physical devices that have at least one queue family that supports the video codec operation VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR, as returned by vkGetPhysicalDeviceQueueFamilyProperties2 in VkQueueFamilyVideoPropertiesKHR::videoCodecOperations.

Table 47. Required Video Std Header Versions

<table>
<thead>
<tr>
<th>Video Std Header Name</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>vulkan_video_codec_h265std_encode</td>
<td>1.0.0</td>
</tr>
</tbody>
</table>

2194
Table 48. Required Video Capabilities

<table>
<thead>
<tr>
<th>Video Capability</th>
<th>Requirement</th>
<th>Requirement Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VkVideoCapabilitiesKHR</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>minBitstreamBufferOffsetAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>minBitstreamBufferSizeAlignment</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>pictureAccessGranularity</td>
<td>(64,64)</td>
<td>max</td>
</tr>
<tr>
<td>minCodedExtent</td>
<td>-</td>
<td>max</td>
</tr>
<tr>
<td>maxCodedExtent</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxDpbSlots</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxActiveReferencePictures</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td><strong>VkVideoEncodeCapabilitiesKHR</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>rateControlModes</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxBitrate</td>
<td>128000</td>
<td>min</td>
</tr>
<tr>
<td>maxQualityLevels</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>encodeInputPictureGranularity</td>
<td>(64,64)</td>
<td>max</td>
</tr>
<tr>
<td>supportedEncodeFeedbackFlags</td>
<td>VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BUFFER_OFFSET_BIT_KHR VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_BYTES_WRITTEN_BIT_KHR</td>
<td>min</td>
</tr>
<tr>
<td><strong>VkVideoEncodeH265CapabilitiesKHR</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>flags</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>maxLevelIdc</td>
<td>STD_VIDEO_H265_LEVEL_IDC_1_0</td>
<td>min</td>
</tr>
<tr>
<td>maxSliceSegmentCount</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>maxTiles</td>
<td>(1,1)</td>
<td>min</td>
</tr>
<tr>
<td>ctbSizes</td>
<td>at least one bit set</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>transformBlockSizes</td>
<td>at least one bit set</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>maxPPictureL0ReferenceCount</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxBPictureL0ReferenceCount</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxL1ReferenceCount</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>maxSubLayerCount</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>Video Capability</td>
<td>Requirement</td>
<td>Requirement Type¹</td>
</tr>
<tr>
<td>------------------------------------------------------</td>
<td>-------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>expectDyadicTemporalSubLayerPattern</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>minQp</td>
<td>-</td>
<td>max</td>
</tr>
<tr>
<td>maxQp</td>
<td>-</td>
<td>min</td>
</tr>
<tr>
<td>prefersGopRemainingFrames</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>requiresGopRemainingFrames</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>stdSyntaxFlags</td>
<td>-</td>
<td>min</td>
</tr>
</tbody>
</table>

¹ The **Requirement Type** column specifies the requirement is either the minimum value all implementations **must** support, the maximum value all implementations **must** support, or the exact value all implementations **must** support. For bitmasks a minimum value is the least bits all implementations **must** set, but they **may** have additional bits set beyond this minimum.
Chapter 38. 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.

### 38.1. 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.

### 38.2. 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.

### 38.2.1. 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 0 for the Vulkan API.

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>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 Specification. As Vulkan uses variant 0, this change is fully backwards compatible with the previous version number format for Vulkan implementations. New version number macros have been added for this change and the old macros deprecated. For existing applications using the older format and macros, an implementation with non-zero variant will decode as a very high Vulkan version. The high version number should be detectable by applications performing suitable version checking.</td>
</tr>
</tbody>
</table>

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:
VK_API_VERSION_VARIANT extracts the API major version number from a packed version number:

```c
#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
#define VK_API_VERSION_MAJOR(version) (((uint32_t)(version) >> 22U) & 0x7FU)
```

**VK_VERSION_MAJOR** extracts the API major version number from a packed version number:

```c
// DEPRECATED: This define is deprecated. VK_API_VERSION_MAJOR should be used instead.
#define VK_VERSION_MAJOR(version) ((uint32_t)(version) >> 22U)
```

**VK_API_VERSION_MINOR** extracts the API minor version number from a packed version number:

```c
#define VK_API_VERSION_MINOR(version) (((uint32_t)(version) >> 12U) & 0x3FFU)
```

**VK_VERSION_MINOR** extracts the API minor version number from a packed version number:

```c
// DEPRECATED: This define is deprecated. VK_API_VERSION_MINOR should be used instead.
#define VK_VERSION_MINOR(version) (((uint32_t)(version) >> 12U) & 0x3FFU)
```

**VK_API_VERSION_PATCH** extracts the API patch version number from a packed version number:

```c
#define VK_API_VERSION_PATCH(version) ((uint32_t)(version) & 0xFFFU)
```

**VK_VERSION_PATCH** extracts the API patch version number from a packed version number:

```c
// DEPRECATED: This define is deprecated. VK_API_VERSION_PATCH should be used instead.
#define VK_VERSION_PATCH(version) ((uint32_t)(version) & 0xFFFU)
```

**VK_MAKE_API_VERSION** constructs an API version number.
• **variant** is the variant number.
• **major** is the major version number.
• **minor** is the minor version number.
• **patch** is the patch version number.

**VK_MAKE_VERSION** constructs an API version number.

```c
// Provided by VK_VERSION_1_0
// DEPRECATED: This define is deprecated. VK_MAKE_API_VERSION should be used instead.
#define VK_MAKE_VERSION(major, minor, patch) 
    (((uint32_t)(major)) << 22U) | (((uint32_t)(minor)) << 12U) |
    ((uint32_t)(patch))

• **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.

```c
// 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.

```c
// 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.

```c
// Provided by VK_VERSION_1_2
// Vulkan 1.2 version number
#define VK_API_VERSION_1_2 VK_MAKE_API_VERSION(0, 1, 2, 0)// Patch version should always be set to 0
```
VK_API_VERSION_1_3 returns the API version number for Vulkan 1.3.0.

```c
// Provided by VK_VERSION_1_3
// Vulkan 1.3 version number
#define VK_API_VERSION_1_3 VK_MAKE_API_VERSION(0, 1, 3, 0)// Patch version should always be set to 0
```

### 38.2.2. 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.

### 38.3. 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.

- \texttt{pProperties} is either \texttt{NULL} or a pointer to an array of \texttt{VkLayerProperties} structures.

If \texttt{pProperties} is \texttt{NULL}, then the number of layer properties available is returned in \texttt{pPropertyCount}. Otherwise, \texttt{pPropertyCount} must point to a variable set by the user to the number of elements in the \texttt{pProperties} array, and on return the variable is overwritten with the number of structures actually written to \texttt{pProperties}. If \texttt{pPropertyCount} is less than the number of layer properties available, at most \texttt{pPropertyCount} structures will be written, and \texttt{VK_INCOMPLETE} will be returned instead of \texttt{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 \texttt{vkEnumerateInstanceLayerProperties} with the same parameters may return different results, or retrieve different \texttt{pPropertyCount} values or \texttt{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 \texttt{pPropertyCount} must be a valid pointer to a \texttt{uint32_t} value
- VUID-vkEnumerateInstanceLayerProperties-pProperties-parameter If the value referenced by \texttt{pPropertyCount} is not 0, and \texttt{pProperties} is not \texttt{NULL}, \texttt{pProperties} must be a valid pointer to an array of \texttt{pPropertyCount} \texttt{VkLayerProperties} structures

### Return Codes

**Success**

- \texttt{VK_SUCCESS}
- \texttt{VK_INCOMPLETE}

**Failure**

- \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}
- \texttt{VK_ERROR_OUT_OF_DEVICE_MEMORY}

The \texttt{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 \texttt{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 \texttt{ppEnabledLayerNames} array passed in the \texttt{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 \texttt{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.

\texttt{VK\_MAX\_EXTENSION\_NAME\_SIZE} is the length in char values of an array containing a layer or extension name string, as returned in \texttt{VkLayerProperties::layerName}, \texttt{VkExtensionProperties::extensionName}, and other queries.

```c
#define VK_MAX_EXTENSION_NAME_SIZE 256U
```

\texttt{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 \texttt{VkLayerProperties::description} and other queries.

```c
#define VK_MAX_DESCRIPTION_SIZE 256U
```

To enable a layer, the name of the layer \textbf{should} be added to the \texttt{ppEnabledLayerNames} member of \texttt{VkInstanceCreateInfo} when creating a \texttt{VkInstance}.

Loader implementations \textbf{may} provide mechanisms outside the Vulkan API for enabling specific layers. Layers enabled through such a mechanism are \textit{implicitly enabled}, while layers enabled by including the layer name in the \texttt{ppEnabledLayerNames} member of \texttt{VkInstanceCreateInfo} are \textit{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.

### 38.3.1. 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 \texttt{VkInstance} and \texttt{VkPhysicalDevice}, except they were not able to intercept \texttt{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.

In order to maintain compatibility with implementations released prior to device-layer deprecation, applications should still enumerate and enable device layers. The behavior of `vkEnumerateDeviceLayerProperties` and valid usage of the `ppEnabledLayerNames` member of `VkDeviceCreateInfo` maximizes compatibility with applications written to work with the previous requirements.

To enumerate device layers, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEnumerateDeviceLayerProperties(
    VkPhysicalDevice physicalDevice,
    uint32_t* pPropertyCount,
    VkLayerProperties* pProperties);
```

- `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.

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 layers enumerated by `vkEnumerateDeviceLayerProperties` must be exactly the sequence of layers enabled for the instance. The members of `VkLayerProperties` for each enumerated layer must be the same as the properties when the layer was enumerated by `vkEnumerateInstanceLayerProperties`.

**Note**
Due to platform details on Android, `vkEnumerateDeviceLayerProperties` 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.

**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`
- `VK_INCOMPLETE`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `ppEnabledLayerNames` and `enabledLayerCount` members of `VkDeviceCreateInfo` are deprecated and their values **must** be ignored by implementations. However, for compatibility, only an empty list of layers or a list that exactly matches the sequence enabled at instance creation time are valid, and validation layers **should** issue diagnostics for other cases.

Regardless of the enabled layer list provided in `VkDeviceCreateInfo`, the sequence of layers active for a device will be exactly the sequence of layers enabled when the parent instance was created.

### 38.4. 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_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 `pEnabledExtensionNames` member of `VkInstanceCreateInfo` when creating a `VkInstance`.

To enable a device extension, the name of the extension **can** be added to the `pEnabledExtensionNames` 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.

### 38.4.1. 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

38.4.2. 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 \texttt{pLayerName} parameter is NULL, only extensions provided by the Vulkan implementation or by implicitly enabled layers are returned. When \texttt{pLayerName} is the name of a layer, the device extensions provided by that layer are returned.

Implementations \textbf{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.

Implementations claiming support for the Roadmap 2022 profile \textbf{must} advertise the \texttt{VK_KHR_global_priority} extension in \texttt{pProperties}.

Implementations claiming support for the Roadmap 2024 profile \textbf{must} advertise the following extensions in \texttt{pProperties}:

- \texttt{VK_KHR_dynamic_rendering_local_read}
- \texttt{VK_KHR_load_store_op_none}
- \texttt{VK_KHR_shader_quad_control}
- \texttt{VK_KHR_shader_maximal_reconvergence}
- \texttt{VK_KHR_shader_subgroup_uniform_control_flow}
- \texttt{VK_KHR_shader_subgroup_rotate}
- \texttt{VK_KHR_shader_float_controls2}
- \texttt{VK_KHR_shader_expect_assume}
- \texttt{VK_KHR_line_rasterization}
- \texttt{VK_KHR_vertex_attribute_divisor}
- \texttt{VK_KHR_index_type_uint8}
- \texttt{VK_KHR_map_memory2}
- \texttt{VK_KHR_maintenance5}
- \texttt{VK_KHR_push_descriptor}

\textbf{Note}

Due to platform details on Android, \texttt{vkEnumerateDeviceExtensionProperties} may be called with \texttt{physicalDevice} equal to NULL during layer discovery. This behavior will only be observed by layer implementations, and not the underlying Vulkan driver.

\textbf{Valid Usage (Implicit)}

- \textbf{VUID-vkEnumerateDeviceExtensionProperties-physicalDevice-parameter}
  \texttt{physicalDevice} \textbf{must} be a valid \texttt{VkPhysicalDevice} handle
- \textbf{VUID-vkEnumerateDeviceExtensionProperties-pLayerName-parameter}
  If \texttt{pLayerName} is not NULL, \texttt{pLayerName} \textbf{must} be a null-terminated UTF-8 string
- \textbf{VUID-vkEnumerateDeviceExtensionProperties-pPropertyCount-parameter}
  \texttt{pPropertyCount} \textbf{must} be a valid pointer to a \texttt{uint32_t} value
- \textbf{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 `VkPhysicalDevice`**

Some device extensions also add support for physical-device-level functionality. Physical-device-level functionality can be used, if the required extension is supported as advertised by `vkEnumerateDeviceExtensionProperties` for a given `VkPhysicalDevice`.

**Accessing Device-Level Functionality From a `VkDevice`**

For commands that are dispatched from a `VkDevice`, or from a child object of a `VkDevice`, device extensions must be enabled in `vkCreateDevice`.

### 38.5. Extension Dependencies

Some extensions are dependent on other extensions, or on specific core API versions, to function. To enable extensions with dependencies, any required extensions must also be enabled through the same API mechanisms when creating an instance with `vkCreateInstance` or a device with `vkCreateDevice`. Each extension which has such dependencies documents them in the appendix.
If an extension is supported (as queried by `vkEnumerateInstanceExtensionProperties` or `vkEnumerateDeviceExtensionProperties`), then required extensions of that extension 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 `vkCreateInstance` is considered to be unsupported, hence it must not be returned by `vkEnumerateDeviceExtensionProperties` for any `VkPhysicalDevice` child of the instance. Instance extensions do not have dependencies on device extensions.

If a required extension has been 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 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.

Note

There is metadata in `vk.xml` describing some aspects of promotion, especially `requires`, `promotedto` and `deprecatedby` attributes of `<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.

### 38.6. 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.

#### 38.6.1. 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. `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.

Note

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.

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.

### 38.6.2. 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 49. Extension Special Use Cases*

<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 applications ported from D3D, 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 applications when debugging.</td>
</tr>
<tr>
<td>OpenGL / ES support</td>
<td>glemulation</td>
<td>Extension is intended to support OpenGL and/or OpenGL ES emulation layers, and applications 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 39. 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 structure *VkPhysicalDeviceFeatures2*, 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 50. Extension Feature Aliases*

<table>
<thead>
<tr>
<th>Extension</th>
<th>Feature(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_KHR_shader_draw_parameters</td>
<td>shaderDrawParameters</td>
</tr>
<tr>
<td>VK_KHR_draw_indirect_count</td>
<td>drawIndirectCount</td>
</tr>
<tr>
<td>VK_KHR_sampler_mirror_clamp_to_edge</td>
<td>samplerMirrorClampToEdge</td>
</tr>
</tbody>
</table>

To query supported features, call:

```
// 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

- VUID-vkGetPhysicalDeviceFeatures-pFeatures-parameter
  pFeatures must be a valid pointer to a VkPhysicalDeviceFeatures structure

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);
```

or the equivalent command

```c
// Provided by VK_KHR_get_physical_device_properties2
void vkGetPhysicalDeviceFeatures2KHR(
    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;
```

or the equivalent

```c
// Provided by VK_KHR_get_physical_device_properties2
typedef VkPhysicalDeviceFeatures2 VkPhysicalDeviceFeatures2KHR;
```

- 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:
// 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;
    VkBool32 samplerAnisotropy;
    VkBool32 textureCompressionETC2;
    VkBool32 textureCompressionASTC_LDR;
    VkBool32 textureCompressionBC;
    VkBool32 occlusionQueryPrecise;
    VkBool32 pipelineStatisticsQuery;
    VkBool32 vertexPipelineStoresAndAtomics;
    VkBool32 fragmentStoresAndAtomics;
    VkBool32 shaderTessellationAndGeometryPointSize;
    VkBool32 shaderImageGatherExtended;
    VkBool32 shaderStorageImageExtendedFormats;
    VkBool32 shaderStorageImageMultisample;
    VkBool32 shaderStorageImageReadWriteWithoutFormat;
    VkBool32 shaderStorageImageWriteWithoutFormat;
    VkBool32 shaderUniformBufferArrayDynamicIndexing;
    VkBool32 shaderSampledImageArrayDynamicIndexing;
    VkBool32 shaderStorageBufferArrayDynamicIndexing;
    VkBool32 shaderStorageImageArrayDynamicIndexing;
    VkBool32 shaderClipDistance;
    VkBool32 shaderCullDistance;
    VkBool32 shaderFloat64;
    VkBool32 shaderInt64;
    VkBool32 shaderInt16;
    VkBool32 shaderResourceResidency;
    VkBool32 shaderResourceMinLod;
    VkBool32 sparseBinding;
    VkBool32 sparseResidencyBuffer;
    VkBool32 sparseResidencyImage2D;
    VkBool32 sparseResidencyImage3D;
};
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.

    - If the `VkPhysicalDeviceCooperativeMatrixFeaturesKHR::cooperativeMatrixRobustBufferAccess` feature is not enabled, then accesses using `OpCooperativeMatrixLoadKHR` and `OpCooperativeMatrixStoreKHR` **may** not be bounds-checked.

- If 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.

- Out-of-bounds buffer loads will return any of the following values:
- 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.
- 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.
- 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:
  - `vertexBufferRangeSize`, if `bindingStride` == 0; or
  - `(vertexBufferRangeSize - (vertexBufferRangeSize % bindingStride))`
  where `vertexBufferRangeSize` is the byte size of the memory range bound to the vertex buffer binding and `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 `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
  - VK_FORMAT_EAC_R11G11_B10G11UNORM_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`
• **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_R16G16B16A16_SNORM`
  - `VK_FORMAT_R16G16_SNORM`
  - `VK_FORMAT_R8G8_SNORM`
  - `VK_FORMAT_R16_SNORM`
  - `VK_FORMAT_R8_SNORM`
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. `shaderStorageImageReadWithoutFormat` applies only to formats listed in the `storage without format` list.

- `shaderStorageImageWriteWithoutFormat` specifies whether storage images and storage texel buffers require a format qualifier to be specified when writing. `shaderStorageImageWriteWithoutFormat` applies only to formats listed in the `storage without format` list.

- `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` (for non-Block variables), 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.
• 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.

• 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.

• 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.

• 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.

• 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.

• 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.

• 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.

• 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.

• 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.

- `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`, `ShaderRecordBufferKHR`, 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. **VkPhysicalDeviceVulkan11Features** can 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:
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 shaderUniformBufferArrayNonUniformIndexing;
    VkBool32 shaderInputAttachmentArrayNonUniformIndexing;
    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;
    VkBool32 hostQueryReset;
    VkBool32 timelineSemaphore;
    VkBool32 bufferDeviceAddress;
    VkBool32 bufferDeviceAddressCaptureReplay;
    VkBool32 bufferDeviceAddressMultiDevice;
    VkBool32 vulkanMemoryModel;
    VkBool32 vulkanMemoryModelDeviceScope;
    VkBool32 vulkanMemoryModelAvailabilityVisibilityChains;
    VkBool32 shaderOutputViewportIndex;
    VkBool32 shaderOutputLayer;
}
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`, `ShaderRecordBufferKHR`, 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 (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` (for non-Block variables), 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` (for non-Block variables), 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`, `rayTracingPipeline` and `rayQuery` features for logical devices created with
multiple physical devices. If this feature is not supported, buffer and acceleration structure 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 VkPhysicalDeviceVulkan13Features 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.

- **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.

- **inlineUniformBlock** indicates whether the implementation supports inline uniform block descriptors. If this feature is not enabled, `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` must not be used.

- **descriptorBindingInlineUniformBlockUpdateAfterBind** indicates whether the implementation supports updating inline uniform block 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_INLINE_UNIFORM_BLOCK`.

- **pipelineCreationCacheControl** indicates that the implementation supports:
  - The following can be used in `VkPipelineCreateInfo::flags`:
    - `VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT`
    - `VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT`
  - The following can be used in `VkPipelineCacheCreateInfo::flags`:
    - `VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT`

- **privateData** indicates whether the implementation supports private data. See `Private Data`. 
• shaderDemoteToHelperInvocation indicates whether the implementation supports the SPIR-V DemoteToHelperInvocationEXT capability.

• shaderTerminateInvocation specifies whether the implementation supports SPIR-V modules that use the SPV_KHR_terminate_invocation extension.

• subgroupSizeControl indicates whether the implementation supports controlling shader subgroup sizes via the VK_PIPELINE_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT flag and the VkPipelineShaderStageRequiredSubgroupSizeCreateInfo structure.

• computeFullScreenIndicates whether the implementation supports requiring full subgroups in compute shaders via the VK_PIPELINE_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT flag.

• synchronization2 indicates whether the implementation supports the new set of synchronization commands introduced in VK_KHR_synchronization2.

• 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.

• shaderZeroInitializeWorkgroupMemory specifies whether the implementation supports initializing a variable in Workgroup storage class.

• dynamicRendering specifies that the implementation supports dynamic render pass instances using the vkCmdBeginRendering command.

• shaderIntegerDotProduct specifies whether shader modules can declare the DotProductInputAllKHR, DotProductInput4x8BitKHR, DotProductInput4x8BitPackedKHR and
DotProductKHR capabilities.

- maintenance indicates that the implementation supports the following:
  - The application may destroy a VkPipelineLayout object immediately after using it to create another object.
  - LocalSizeId can be used as an alternative to LocalSize to specify the local workgroup size with specialization constants.
  - Images created with identical creation parameters will always have the same alignment requirements.
  - The size memory requirement of a buffer or image is never greater than that of another buffer or image created with a greater or equal size.
  - Push constants do not have to be initialized before they are dynamically accessed.
  - The interface matching rules allow a larger output vector to match with a smaller input vector, with additional values being discarded.

If the VkPhysicalDeviceVulkan13Features 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. VkPhysicalDeviceVulkan13Features can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceVulkan13Features-sType-sType
  - sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_3_FEATURES

The VkPhysicalDeviceVariablePointersFeatures structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceVariablePointersFeatures {
  VkStructureType sType;
  void* pNext;
  VkBool32 variablePointersStorageBuffer;
  VkBool32 variablePointers;
} VkPhysicalDeviceVariablePointersFeatures;
```

or the equivalent

```c
// Provided by VK_VERSION_1_1
typedef VkPhysicalDeviceVariablePointersFeatures
  VkPhysicalDeviceVariablePointerFeatures;
```
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:
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**
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;
```

or the equivalent

```c
// Provided by VK_KHR_shader_atomic_int64
typedef VkPhysicalDeviceShaderAtomicInt64Features
VkPhysicalDeviceShaderAtomicInt64FeaturesKHR;
```

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. `VkPhysicalDeviceShaderAtomicInt64FeaturesKHR` 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`
```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDevice8BitStorageFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 storageBuffer8BitAccess;
    VkBool32 uniformAndStorageBuffer8BitAccess;
    VkBool32 storagePushConstant8;
} VkPhysicalDevice8BitStorageFeatures;
```
or the equivalent
```c
// Provided by VK_KHR_8bit_storage
typedef VkPhysicalDevice8BitStorageFeatures VkPhysicalDevice8BitStorageFeaturesKHR;
```

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, ShaderRecordBufferKHR, 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:
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, ShaderRecordBufferKHR, 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-VkPhysicalDevice16BitStorage Features-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES

The `VkPhysicalDeviceShaderFloat16Int8Features` structure is defined as:

```
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceShaderFloat16Int8Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderFloat16;
    VkBool32 shaderInt8;
} VkPhysicalDeviceShaderFloat16Int8Features;
```

or the equivalent

```
// Provided by VK_KHR_shader_float16_int8
typedef VkPhysicalDeviceShaderFloat16Int8Features
    VkPhysicalDeviceShaderFloat16Int8FeaturesKHR;
```

```
// Provided by VK_KHR_shader_float16_int8
typedef VkPhysicalDeviceShaderFloat16Int8Features
    VkPhysicalDeviceFloat16Int8FeaturesKHR;
```

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` (for non-Block variables), 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` (for non-Block variables), 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:
```
typedef struct VkPhysicalDeviceSamplerYcbcrConversionFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 samplerYcbcrConversion;
} VkPhysicalDeviceSamplerYcbcrConversionFeatures;
```

or the equivalent

```
// Provided by VK_KHR_sampler_ycc_conversion
typedef VkPhysicalDeviceSamplerYcbcrConversionFeatures
    VkPhysicalDeviceSamplerYcbcrConversionFeaturesKHR;
```

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 YCbCr conversion. If `samplerYcbcrConversion` is `VK_FALSE`, sampler YCbCr conversion is not supported, and samplers using sampler YCbCr 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`

The `VkPhysicalDeviceProtectedMemoryFeatures` structure is defined as:

```
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceProtectedMemoryFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 protectedMemory;
} VkPhysicalDeviceProtectedMemoryFeatures;
```

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.

• protectedMemory specifies whether protected memory is supported.

If the VkPhysicalDeviceProtectedMemoryFeatures 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. 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 VkPhysicalDeviceShaderDrawParametersFeatures structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceShaderDrawParametersFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderDrawParameters;
} VkPhysicalDeviceShaderDrawParametersFeatures;
```

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

2248
The `VkPhysicalDeviceDescriptorIndexingFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
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 descriptorBindingUniformTexelBufferUpdateAfterBind;
    VkBool32 descriptorBindingStorageTexelBufferUpdateAfterBind;
    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 be indexed only by constant integral expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the StorageTexelBufferArrayNonUniformIndexing capability.
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.

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.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceDescriptorIndexingFeatures-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_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.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_FEATURES_KHR

The VkPhysicalDeviceTransformFeedbackFeaturesEXT structure is defined as:

2252
typedef struct VkPhysicalDeviceTransformFeedbackFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 transformFeedback;
    VkBool32 geometryStreams;
} VkPhysicalDeviceTransformFeedbackFeaturesEXT;

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.
- **transformFeedback** indicates whether the implementation supports transform feedback and shader modules can declare the TransformFeedback capability.
- **geometryStreams** indicates whether the implementation supports the GeometryStreams SPIR-V capability.

If the VkPhysicalDeviceTransformFeedbackFeaturesEXT 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. VkPhysicalDeviceTransformFeedbackFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceTransformFeedbackFeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TRANSFORM_FEEDBACK_FEATURES_EXT

The VkPhysicalDeviceVulkanMemoryModelFeatures structure is defined as:

```c
typedef struct VkPhysicalDeviceVulkanMemoryModelFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 vulkanMemoryModel;
    VkBool32 vulkanMemoryModelDeviceScope;
    VkBool32 vulkanMemoryModelAvailabilityVisibilityChains;
} VkPhysicalDeviceVulkanMemoryModelFeatures;
```

or the equivalent

```c
typedef VkPhysicalDeviceVulkanMemoryModelFeaturesKHR;
```
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.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceVulkanMemoryModelFeatures-sType-sType` sType **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_MEMORY_MODEL_FEATURES`

The `VkPhysicalDeviceInlineUniformBlockFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceInlineUniformBlockFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 inlineUniformBlock;
    VkBool32 descriptorBindingInlineUniformBlockUpdateAfterBind;
} VkPhysicalDeviceInlineUniformBlockFeatures;
```

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.
- **inlineUniformBlock** indicates whether the implementation supports inline uniform block descriptors. If this feature is not enabled, `VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK` **must** not be used.
- **descriptorBindingInlineUniformBlockUpdateAfterBind** indicates whether the implementation supports updating inline uniform block 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_INLINE_UNIFORM_BLOCK`.

2254
If the `VkPhysicalDeviceInlineUniformBlockFeatures` 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. `VkPhysicalDeviceInlineUniformBlockFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceInlineUniformBlockFeatures-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INLINE_UNIFORM_BLOCK_FEATURES`

The `VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_fragment_shader_barycentric
typedef struct VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 fragmentShaderBarycentric;
} VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR;
```

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.
- `fragmentShaderBarycentric` indicates that the implementation supports the `BaryCoordKHR` and `BaryCoordNoPerspKHR` SPIR-V fragment shader built-ins and supports the `PerVertexKHR` SPIR-V decoration on fragment shader input variables.

See Barycentric Interpolation for more information.

If the `VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR` 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. `VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_BARYCENTRIC_FEATURES_KHR`

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.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceScalarBlockLayoutFeatures-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SCALAR_BLOCK_LAYOUT_FEATURES`

The `VkPhysicalDeviceUniformBufferStandardLayoutFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceUniformBufferStandardLayoutFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 uniformBufferStandardLayout;
} VkPhysicalDeviceUniformBufferStandardLayoutFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_uniform_buffer_standard_layout
typedef VkPhysicalDeviceUniformBufferStandardLayoutFeatures
    VkPhysicalDeviceUniformBufferStandardLayoutFeaturesKHR;
```

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.

2256
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

The VkPhysicalDeviceDepthClipEnableFeaturesEXT structure is defined as:

```c
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

The VkPhysicalDeviceBufferDeviceAddressFeatures structure is defined as:
typedef struct VkPhysicalDeviceBufferDeviceAddressFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 bufferDeviceAddress;
    VkBool32 bufferDeviceAddressCaptureReplay;
    VkBool32 bufferDeviceAddressMultiDevice;
} VkPhysicalDeviceBufferDeviceAddressFeatures;

or the equivalent

// Provided by VK_KHR_buffer_device_address
typedef VkPhysicalDeviceBufferDeviceAddressFeatures
VkPhysicalDeviceBufferDeviceAddressFeaturesKHR;

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, rayTracingPipeline and rayQuery features for logical devices created with multiple physical devices. If this feature is not supported, buffer and acceleration structure 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
The `VkPhysicalDeviceImagelessFramebufferFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceImagelessFramebufferFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 imagelessFramebuffer;
} VkPhysicalDeviceImagelessFramebufferFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_imageless_framebuffer
typedef VkPhysicalDeviceImagelessFramebufferFeatures
    VkPhysicalDeviceImagelessFramebufferFeaturesKHR;
```

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 `VkPhysicalDeviceCooperativeMatrixFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_cooperative_matrix
typedef struct VkPhysicalDeviceCooperativeMatrixFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 cooperativeMatrix;
    VkBool32 cooperativeMatrixRobustBufferAccess;
} VkPhysicalDeviceCooperativeMatrixFeaturesKHR;
```
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.
- **cooperativeMatrix** indicates that the implementation supports the *CooperativeMatrixKHR* SPIR-V capability.
- **cooperativeMatrixRobustBufferAccess** indicates that the implementation supports robust buffer access for SPIR-V *OpCooperativeMatrixLoadKHR* and *OpCooperativeMatrixStoreKHR* instructions.

If the *VkPhysicalDeviceCooperativeMatrixFeaturesKHR* 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. *VkPhysicalDeviceCooperativeMatrixFeaturesKHR* can also be used in the **pNext** chain of *VkDeviceCreateInfo* to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceCooperativeMatrixFeaturesKHR-sType-sType
  
  **sType** must be *VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COOPERATIVE_MATRIX_FEATURES_KHR*

The *VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures* structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderSubgroupExtendedTypes;
} VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_shader_subgroup_extended_types
typedef VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures
    VkPhysicalDeviceShaderSubgroupExtendedTypesFeaturesKHR;
```

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**
  - Must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_EXTENDED_TYPES_FEATURES`

The VkPhysicalDeviceHostQueryResetFeatures structure is defined as:

```c
// Provided by VK_VERSION_1_2
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**
  - Must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_QUERY_RESET_FEATURES`

The VkPhysicalDeviceTimelineSemaphoreFeatures structure is defined as:

```c
// Provided by VK_VERSION_1_2
```
```
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceTimelineSemaphoreFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 timelineSemaphore;
} VkPhysicalDeviceTimelineSemaphoreFeatures;
```

or the equivalent

```
// Provided by VK_KHR_timeline_semaphore
typedef VkPhysicalDeviceTimelineSemaphoreFeatures
    VkPhysicalDeviceTimelineSemaphoreFeaturesKHR;
```

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 `VkPhysicalDeviceIndexTypeUint8FeaturesKHR` structure is defined as:

```
// Provided by VK_KHR_index_type_uint8
typedef struct VkPhysicalDeviceIndexTypeUint8FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 indexTypeUint8;
} VkPhysicalDeviceIndexTypeUint8FeaturesKHR;
```

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 vkCmdBindIndexBuffer2KHR and 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.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceIndexTypeUint8FeaturesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INDEX_TYPE_UINT8_FEATURES_KHR

The VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures {
    VkStructureType   sType;
    void*             pNext;
    VkBool32          separateDepthStencilLayouts;
} VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_separate_depth_stencil_layouts
typedef VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures
    VkPhysicalDeviceSeparateDepthStencilLayoutsFeaturesKHR;
```

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 `VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_pipeline_executable_properties
typedef struct VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 pipelineExecutableInfo;
} VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR;
```

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.
- **pipelineExecutableInfo** indicates that the implementation supports reporting properties and statistics about the pipeline executables associated with a compiled pipeline.

If the `VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR` 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. `VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- **VUID-VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PIPELINE_EXECUTABLE_PROPERTIES_FEATURES_KHR`.

The `VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderDemoteToHelperInvocation;
} VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures;
```

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 `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DEMOTE_TO_HELPER_INVOCATION_FEATURES`.

The `VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_attachment_feedback_loop_dynamic_state
typedef struct VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 attachmentFeedbackLoopDynamicState;
} VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT;
```

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.

• **attachmentFeedbackLoopDynamicState** specifies whether dynamic feedback loops are supported.

If the `VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT` 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. `VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT-sType-sType `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ATTACHMENT_FEEDBACK_LOOP_DYNAMIC_STATE_FEATURES_EXT`.
The `VkPhysicalDeviceTextureCompressionASTCHDRFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceTextureCompressionASTCHDRFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 textureCompressionASTC_HDR;
} VkPhysicalDeviceTextureCompressionASTCHDRFeatures;
```

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.
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;
```

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_RECTANGULAR_SMOOTH_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
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceSubgroupSizeControlFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 subgroupSizeControl;
    VkBool32 computeFullSubgroups;
} VkPhysicalDeviceSubgroupSizeControlFeatures;
```

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.

**Note**

The `VkPhysicalDeviceSubgroupSizeControlFeaturesEXT` structure was added in version 2 of the `VK_EXT_subgroup_size_control` extension. Version 1 implementations of this extension will not fill out the features structure but applications may assume that both `subgroupSizeControl` and `computeFullSubgroups` are supported if the extension is supported. (See also the Feature Requirements section.) Applications are advised to add a `VkPhysicalDeviceSubgroupSizeControlFeaturesEXT` structure to the `pNext` chain of `VkDeviceCreateInfo` to enable the features regardless of the version of the extension supported by the implementation. If the implementation only supports version 1, it will safely ignore the `VkPhysicalDeviceSubgroupSizeControlFeaturesEXT` structure.

Vulkan 1.3 implementations always support the features structure.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceSubgroupSizeControlFeatures-sType-sType`
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_FEATURES`
The `VkPhysicalDeviceAccelerationStructureFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_acceleration_structure
typedef struct VkPhysicalDeviceAccelerationStructureFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 accelerationStructure;
    VkBool32 accelerationStructureCaptureReplay;
    VkBool32 accelerationStructureIndirectBuild;
    VkBool32 accelerationStructureHostCommands;
    VkBool32 descriptorBindingAccelerationStructureUpdateAfterBind;
} VkPhysicalDeviceAccelerationStructureFeaturesKHR;
```

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.
- **accelerationStructure** indicates whether the implementation supports the acceleration structure functionality. See [Acceleration Structures](#).
- **accelerationStructureCaptureReplay** indicates whether the implementation supports saving and reusing acceleration structure device addresses, e.g. for trace capture and replay.
- **accelerationStructureIndirectBuild** indicates whether the implementation supports indirect acceleration structure build commands, e.g. `vkCmdBuildAccelerationStructuresIndirectKHR`.
- **accelerationStructureHostCommands** indicates whether the implementation supports host side acceleration structure commands, e.g. `vkBuildAccelerationStructuresKHR`, `vkCopyAccelerationStructureKHR`, `vkCopyAccelerationStructureToMemoryKHR`, `vkCopyMemoryToAccelerationStructureKHR`, `vkWriteAccelerationStructuresPropertiesKHR`.
- **descriptorBindingAccelerationStructureUpdateAfterBind** indicates whether the implementation supports updating acceleration structure 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_ACCELERATION_STRUCTURE_KHR`.

If the `VkPhysicalDeviceAccelerationStructureFeaturesKHR` 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. `VkPhysicalDeviceAccelerationStructureFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceAccelerationStructureFeaturesKHR-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ACCELERATION_STRUCTURE_FEATURES_KHR`

The `VkPhysicalDeviceRayTracingPipelineFeaturesKHR` structure is defined as:
typedef struct VkPhysicalDeviceRayTracingPipelineFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 rayTracingPipeline;
    VkBool32 rayTracingPipelineShaderGroupHandleCaptureReplay;
    VkBool32 rayTracingPipelineShaderGroupHandleCaptureReplayMixed;
    VkBool32 rayTracingPipelineTraceRaysIndirect;
    VkBool32 rayTraversalPrimitiveCulling;
} VkPhysicalDeviceRayTracingPipelineFeaturesKHR;

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.
- **rayTracingPipeline** indicates whether the implementation supports the ray tracing pipeline functionality. See Ray Tracing.
- **rayTracingPipelineShaderGroupHandleCaptureReplay** indicates whether the implementation supports saving and reusing shader group handles, e.g. for trace capture and replay.
- **rayTracingPipelineShaderGroupHandleCaptureReplayMixed** indicates whether the implementation supports reuse of shader group handles being arbitrarily mixed with creation of non-reused shader group handles. If this is `VK_FALSE`, all reused shader group handles must be specified before any non-reused handles may be created.
- **rayTracingPipelineTraceRaysIndirect** indicates whether the implementation supports indirect ray tracing commands, e.g. `vkCmdTraceRaysIndirectKHR`.
- **rayTraversalPrimitiveCulling** indicates whether the implementation supports primitive culling during ray traversal.

If the `VkPhysicalDeviceRayTracingPipelineFeaturesKHR` 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. `VkPhysicalDeviceRayTracingPipelineFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage

- VUID-VkPhysicalDeviceRayTracingPipelineFeaturesKHR-rayTracingPipelineShaderGroupHandleCaptureReplayMixed-03575
  If `rayTracingPipelineShaderGroupHandleCaptureReplayMixed` is `VK_TRUE`, `rayTracingPipelineShaderGroupHandleCaptureReplay` must also be `VK_TRUE`

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceRayTracingPipelineFeaturesKHR-sType-sType

2270
The `VkPhysicalDeviceRayQueryFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_ray_query
typedef struct VkPhysicalDeviceRayQueryFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 rayQuery;
} VkPhysicalDeviceRayQueryFeaturesKHR;
```

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.
- **rayQuery** indicates whether the implementation supports ray query (`OpRayQueryProceedKHR`) functionality.

If the `VkPhysicalDeviceRayQueryFeaturesKHR` 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. `VkPhysicalDeviceRayQueryFeaturesKHR` can also be used in the **pNext** chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceRayQueryFeaturesKHR-sType-sType
  **sType must be** `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_QUERY_FEATURES_KHR`

The `VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_ray_tracing_maintenance1
typedef struct VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 rayTracingMaintenance1;
    VkBool32 rayTracingPipelineTraceRaysIndirect2;
} VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR;
```

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.
- **rayTracingMaintenance1** indicates that the implementation supports the following:
  - The `CullMaskKHR` SPIR-V builtin using the `SPV_KHR_ray_cull_mask` SPIR-V extension.
Additional acceleration structure property queries:

- VK_QUERY_TYPE_ACCELERATION_STRUCTURE.Serialization_BOTTOM_LEVEL_POINTERS_KHR
- VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR.

- A new access flag VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR.

- A new pipeline stage flag bit VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR

- rayTracingPipelineTraceRaysIndirect2 indicates whether the implementation supports the extended indirect ray tracing command vkCmdTraceRaysIndirect2KHR.

If the VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR 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. VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR-sType-sType

  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_MAINTENANCE_1_FEATURES_KHR

The VkPhysicalDeviceVideoMaintenance1FeaturesKHR structure is defined as:

```c
// Provided by VK_KHR_video_maintenance1
typedef struct VkPhysicalDeviceVideoMaintenance1FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 videoMaintenance1;
} VkPhysicalDeviceVideoMaintenance1FeaturesKHR;
```

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.
- **videoMaintenance1** indicates that the implementation supports the following:
  - The new buffer creation flag VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR.
  - The new image creation flag VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR.
  - The new video session creation flag VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR.

If the VkPhysicalDeviceVideoMaintenance1FeaturesKHR 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. VkPhysicalDeviceVideoMaintenance1FeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.
Valid Usage (Implicit)

- **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_MAINTENANCE_1_FEATURES_KHR`.

The `VkPhysicalDeviceExtendedDynamicState3FeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_extended_dynamic_state3
typedef struct VkPhysicalDeviceExtendedDynamicState3FeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 extendedDynamicState3TessellationDomainOrigin;
    VkBool32 extendedDynamicState3DepthClampEnable;
    VkBool32 extendedDynamicState3PolygonMode;
    VkBool32 extendedDynamicState3RasterizationSamples;
    VkBool32 extendedDynamicState3SampleMask;
    VkBool32 extendedDynamicState3AlphaToCoverageEnable;
    VkBool32 extendedDynamicState3AlphaToOneEnable;
    VkBool32 extendedDynamicState3LogicOpEnable;
    VkBool32 extendedDynamicState3ColorBlendEnable;
    VkBool32 extendedDynamicState3ColorBlendEquation;
    VkBool32 extendedDynamicState3ColorWriteMask;
    VkBool32 extendedDynamicState3RasterizationStream;
    VkBool32 extendedDynamicState3ConservativeRasterizationMode;
    VkBool32 extendedDynamicState3ExtraPrimitiveOverestimationSize;
    VkBool32 extendedDynamicState3DepthClipEnable;
    VkBool32 extendedDynamicState3SampleLocationsEnable;
    VkBool32 extendedDynamicState3ColorBlendAdvanced;
    VkBool32 extendedDynamicState3ProvokingVertexMode;
    VkBool32 extendedDynamicState3LineRasterizationMode;
    VkBool32 extendedDynamicState3LineStippleEnable;
    VkBool32 extendedDynamicState3DepthClipNegativeOneToOne;
    VkBool32 extendedDynamicState3ViewportWScalingEnable;
    VkBool32 extendedDynamicState3ViewportSwizzle;
    VkBool32 extendedDynamicState3CoverageToColorEnable;
    VkBool32 extendedDynamicState3CoverageToColorLocation;
    VkBool32 extendedDynamicState3CoverageModulationMode;
    VkBool32 extendedDynamicState3CoverageModulationTableEnable;
    VkBool32 extendedDynamicState3CoverageModulationTable;
    VkBool32 extendedDynamicState3CoverageReductionMode;
    VkBool32 extendedDynamicState3RepresentativeFragmentTestEnable;
    VkBool32 extendedDynamicState3ShadingRateImageEnable;
} VkPhysicalDeviceExtendedDynamicState3FeaturesEXT;
```

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.
- `extendedDynamicState3TessellationDomainOrigin` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT`
- `extendedDynamicState3DepthClampEnable` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT`
- `extendedDynamicState3PolygonMode` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_POLYGON_MODE_EXT`
- `extendedDynamicState3RasterizationSamples` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT`
- `extendedDynamicState3SampleMask` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_SAMPLE_MASK_EXT`
- `extendedDynamicState3AlphaToCoverageEnable` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT`
- `extendedDynamicState3AlphaToOneEnable` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT`
- `extendedDynamicState3LogicOpEnable` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT`
- `extendedDynamicState3ColorBlendEnable` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT`
- `extendedDynamicState3ColorBlendEquation` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT`
- `extendedDynamicState3ColorWriteMask` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT`
- `extendedDynamicState3RasterizationStream` indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT`
- `extendedDynamicState3ConservativeRasterizationMode` indicates that the implementation supports the following dynamic state:
extendedDynamicState3ExtraPrimitiveOverestimationSize indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_EXTRA_PRIMITIVE_OVERESTIMATION_SIZE_EXT

extendedDynamicState3DepthClipEnable indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT

extendedDynamicState3SampleLocationsEnable indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_ENABLE_EXT

extendedDynamicState3ColorBlendAdvanced indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_COLOR_BLEND_ADVANCED_EXT

extendedDynamicState3ProvokingVertexMode indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_PROVOKING_VERTEX_MODE_EXT

extendedDynamicState3LineRasterizationMode indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_LINE_RASTERIZATION_MODE_EXT

extendedDynamicState3LineStippleEnable indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_LINE_STIPPLE_ENABLE_EXT

extendedDynamicState3DepthClipNegativeOneToOne indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_DEPTH_CLIP_NEGATIVE_ONE_TO_ONE_EXT

extendedDynamicState3ViewportWScalingEnable indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_VIEWPORT_W_SCALING_ENABLE_NV

extendedDynamicState3ViewportSwizzle indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_VIEWPORT_SWIZZLE_NV

extendedDynamicState3CoverageToColorEnable indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_COVERAGE_TO_COLOR_ENABLE_NV

extendedDynamicState3CoverageToColorLocation indicates that the implementation supports the following dynamic state:
  - VK_DYNAMIC_STATE_COVERAGE_TO_COLOR_LOCATION_NV

extendedDynamicState3CoverageModulationMode indicates that the implementation supports the
following dynamic state:
  ◦ VK_DYNAMIC_STATE_COVERAGE_MODULATION_MODE_NV

• extendedDynamicState3CoverageModulationTableEnable indicates that the implementation supports the following dynamic state:
  ◦ VK_DYNAMIC_STATE_COVERAGE_MODULATION_TABLE_ENABLE_NV

• extendedDynamicState3CoverageModulationTable indicates that the implementation supports the following dynamic state:
  ◦ VK_DYNAMIC_STATE_COVERAGE_MODULATION_TABLE_NV

• extendedDynamicState3CoverageReductionMode indicates that the implementation supports the following dynamic state:
  ◦ VK_DYNAMIC_STATE_COVERAGE_REDUCTION_MODE_NV

• extendedDynamicState3RepresentativeFragmentTestEnable indicates that the implementation supports the following dynamic state:
  ◦ VK_DYNAMIC_STATE_REPRESENTATIVE_FRAGMENT_TEST_ENABLE_NV

• extendedDynamicState3ShadingRateImageEnable indicates that the implementation supports the following dynamic state:
  ◦ VK_DYNAMIC_STATE_SHADING_RATE_IMAGE_ENABLE_NV

If the VkPhysicalDeviceExtendedDynamicState3FeaturesEXT 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. VkPhysicalDeviceExtendedDynamicState3FeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceExtendedDynamicState3FeaturesEXT-sType-sType

The VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR structure is defined as:

```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 `VkPhysicalDevicePipelineCreationCacheControlFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDevicePipelineCreationCacheControlFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 pipelineCreationCacheControl;
} VkPhysicalDevicePipelineCreationCacheControlFeatures;
```

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.

- `pipelineCreationCacheControl` indicates that the implementation supports:
  - The following can be used in `Vk*PipelineCreateInfo::flags`:
    - `VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT`
    - `VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT`
  - The following can be used in `VkPipelineCacheCreateInfo::flags`:
    - `VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT`

If the `VkPhysicalDevicePipelineCreationCacheControlFeatures` 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. `VkPhysicalDevicePipelineCreationCacheControlFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDevicePipelineCreationCacheControlFeatures-sType-sType
  `sType` must be
The `VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderZeroInitializeWorkgroupMemory;
} VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_zero_initialize_workgroup_memory
typedef VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures
    VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeaturesKHR;
```

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.
- `shaderZeroInitializeWorkgroupMemory` specifies whether the implementation supports initializing a variable in Workgroup storage class.

If the `VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures` 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. `VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures-sType-sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ZERO_INITIALIZE_WORKGROUP_MEMORY_FEATURES`

The `VkPhysicalDevicePrivateDataFeatures` structure is defined as:
typedef struct VkPhysicalDevicePrivateDataFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 privateData;
} VkPhysicalDevicePrivateDataFeatures;

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.
- **privateData** indicates whether the implementation supports private data. See Private Data.

If the VkPhysicalDevicePrivateDataFeatures 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. VkPhysicalDevicePrivateDataFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDevicePrivateDataFeatures-sType-sType
  
  **sType must** be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRIVATE_DATA_FEATURES

The VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR structure is defined as:

typedef struct VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderSubgroupUniformControlFlow;
} VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR;

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.
- **shaderSubgroupUniformControlFlow** specifies whether the implementation supports the shader execution mode SubgroupUniformControlFlowKHR

If the VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR 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. VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.
Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR-sType-sType
  
  `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_UNIFORM_CONTROL_FLOW_FEATURES_KHR`

nullDescriptor support requires the `VK_EXT_robustness2` extension.

The `VkPhysicalDeviceImageRobustnessFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceImageRobustnessFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 robustImageAccess;
} VkPhysicalDeviceImageRobustnessFeatures;
```

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:
typedef struct VkPhysicalDeviceShaderTerminateInvocationFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderTerminateInvocation;
} VkPhysicalDeviceShaderTerminateInvocationFeatures;

or the equivalent

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 *VkPhysicalDevicePortabilitySubsetFeaturesKHR* 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.
- `constantAlphaColorBlendFactors` indicates whether this implementation supports constant alpha Blend Factors used as source or destination color Blending.
- `events` indicates whether this implementation supports synchronization using Events.
- `imageViewFormatReinterpretation` indicates whether this implementation supports a `VkImageView` being created with a texel format containing a different number of components, or a different number of bits in each component, than the texel format of the underlying `VkImage`.
- `imageViewFormatSwizzle` indicates whether this implementation supports remapping format components using `VkImageViewCreateInfo::components`.
- `imageView2DOn3DImage` indicates whether this implementation supports a `VkImage` being created with the `VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT` flag set, permitting a 2D or 2D array image view to be created on a 3D `VkImage`.
- `multisampleArrayImage` indicates whether this implementation supports a `VkImage` being created as a 2D array with multiple samples per texel.
- `mutableComparisonSamplers` indicates whether this implementation allows descriptors with comparison samplers to be updated.
- `pointPolygons` indicates whether this implementation supports Rasterization using a point Polygon Mode.
- `samplerMipLodBias` indicates whether this implementation supports setting a mipmap LOD bias value when creating a sampler.
• **separateStencilMaskRef** indicates whether this implementation supports separate front and back Stencil Test reference values.

• **shaderSampleRateInterpolationFunctions** indicates whether this implementation supports fragment shaders which use the `InterpolationFunction` capability and the extended instructions `InterpolateAtCentroid`, `InterpolateAtOffset`, and `InterpolateAtSample` from the GLSL.std.450 extended instruction set. This member is only meaningful if the `sampleRateShading` feature is supported.

• **tessellationIsolines** indicates whether this implementation supports isoline output from the Tessellation stage of a graphics pipeline. This member is only meaningful if `tessellationShader` are supported.

• **tessellationPointMode** indicates whether this implementation supports point output from the Tessellation stage of a graphics pipeline. This member is only meaningful if `tessellationShader` are supported.

• **triangleFans** indicates whether this implementation supports Triangle Fans primitive topology.

• **vertexAttributeAccessBeyondStride** indicates whether this implementation supports accessing a vertex input attribute beyond the stride of the corresponding vertex input binding.

If the `VkPhysicalDevicePortabilitySubsetFeaturesKHR` 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. `VkPhysicalDevicePortabilitySubsetFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDevicePortabilitySubsetFeaturesKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PORTABILITY_SUBSET_FEATURES_KHR`

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 `VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR` structure is defined as:

```c
typedef struct VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 workgroupMemoryExplicitLayout;
    VkBool32 workgroupMemoryExplicitLayoutScalarBlockLayout;
    VkBool32 workgroupMemoryExplicitLayout8BitAccess;
    VkBool32 workgroupMemoryExplicitLayout16BitAccess;
} VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR;
```

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.
- **workgroupMemoryExplicitLayout** indicates whether the implementation supports the SPIR-V `WorkgroupMemoryExplicitLayoutKHR` capability.
- **workgroupMemoryExplicitLayoutScalarBlockLayout** indicates whether the implementation supports scalar alignment for laying out Workgroup Blocks.
- **workgroupMemoryExplicitLayout8BitAccess** indicates whether objects in the `Workgroup` 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 `WorkgroupMemoryExplicitLayout8BitAccessKHR` capability.
- **workgroupMemoryExplicitLayout16BitAccess** indicates whether objects in the `Workgroup` 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 indicates whether shader modules can declare the `WorkgroupMemoryExplicitLayout16BitAccessKHR` capability.
If the VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR 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. VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR-sType-sType

  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_WORKGROUP_MEMORY_EXPLICIT_LAYOUT_FEATURES_KHR

The VkPhysicalDeviceSynchronization2Features structure is defined as:

```c
// Provided by VK_VERSION_1_3
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_KHR
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 `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 `VkPhysicalDeviceOpacityMicromapFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkPhysicalDeviceOpacityMicromapFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 micromap;
    VkBool32 micromapCaptureReplay;
    VkBool32 micromapHostCommands;
} VkPhysicalDeviceOpacityMicromapFeaturesEXT;
```

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.

• **micromap** indicates whether the implementation supports the micromap array feature.

• **micromapCaptureReplay** indicates whether the implementation supports capture and replay of addresses for micromap arrays.

• **micromapHostCommands** indicates whether the implementation supports host side micromap array commands.

If the VkPhysicalDeviceOpacityMicromapFeaturesEXT 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. VkPhysicalDeviceOpacityMicromapFeaturesEXT can also be used in the **pNext** chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

• VUID-VkPhysicalDeviceOpacityMicromapFeaturesEXT-sType-sType

  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_OPACITY_MICROMAP_FEATURES_EXT

The VkPhysicalDevicePresentIdFeaturesKHR structure is defined as:

```c
// Provided by VK_KHR_present_id
typedef struct VkPhysicalDevicePresentIdFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 presentId;
} VkPhysicalDevicePresentIdFeaturesKHR;
```

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.

• **presentId** indicates whether the implementation supports specifying present ID values in the VkPresentInfoKHR extension to the VkPresentInfoKHR struct.

If the VkPhysicalDevicePresentIdFeaturesKHR 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. VkPhysicalDevicePresentIdFeaturesKHR can also be used in the **pNext** chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

• VUID-VkPhysicalDevicePresentIdFeaturesKHR-sType-sType

  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRESENT_ID_FEATURES_KHR
The `VkPhysicalDevicePresentWaitFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_present_wait
typedef struct VkPhysicalDevicePresentWaitFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 presentWait;
} VkPhysicalDevicePresentWaitFeaturesKHR;
```

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.
- `presentWait` indicates that the implementation supports `vkWaitForPresentKHR`.

If the `VkPhysicalDevicePresentWaitFeaturesKHR` 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. `VkPhysicalDevicePresentWaitFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDevicePresentWaitFeaturesKHR-sType-sType` 
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRESENT_WAIT_FEATURES_KHR`

The `VkPhysicalDeviceHostImageCopyFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkPhysicalDeviceHostImageCopyFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 hostImageCopy;
} VkPhysicalDeviceHostImageCopyFeaturesEXT;
```

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.
- `hostImageCopy` indicates that the implementation supports copying from host memory to images using the `vkCopyMemoryToImageEXT` command, copying from images to host memory using the `vkCopyImageToMemoryEXT` command, and copying between images using the `vkCopyImageToImageEXT` command.

If the `VkPhysicalDeviceHostImageCopyFeaturesEXT` 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. VkPhysicalDeviceHostImageCopyFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceHostImageCopyFeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_FEATURES_EXT

The VkPhysicalDeviceShaderIntegerDotProductFeatures structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceShaderIntegerDotProductFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderIntegerDotProduct;
} VkPhysicalDeviceShaderIntegerDotProductFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_shader_integer_dot_product
typedef VkPhysicalDeviceShaderIntegerDotProductFeatures
    VkPhysicalDeviceShaderIntegerDotProductFeaturesKHR;
```

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.
- shaderIntegerDotProduct specifies whether shader modules can declare the DotProductInputAllKHR, DotProductInput4x8BitKHR, DotProductInput4x8BitPackedKHR and DotProductKHR capabilities.

If the VkPhysicalDeviceShaderIntegerDotProductFeatures 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. VkPhysicalDeviceShaderIntegerDotProductFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderIntegerDotProductFeatures-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_FEATURES

The VkPhysicalDeviceMaintenance4Features structure is defined as:

```c
// Provided by VK_KHR_maintenance4
```
or the equivalent

```c
// Provided by VK_KHR_maintenance4
typedef VkPhysicalDeviceMaintenance4Features VkPhysicalDeviceMaintenance4FeaturesKHR;
```

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.
- **maintenance4** indicates that the implementation supports the following:
  - The application may destroy a `VkPipelineLayout` object immediately after using it to create another object.
  - `LocalSizeId` can be used as an alternative to `LocalSize` to specify the local workgroup size with specialization constants.
  - Images created with identical creation parameters will always have the same alignment requirements.
  - The size memory requirement of a buffer or image is never greater than that of another buffer or image created with a greater or equal size.
  - Push constants do not have to be initialized before they are dynamically accessed.
  - The interface matching rules allow a larger output vector to match with a smaller input vector, with additional values being discarded.

If the `VkPhysicalDeviceMaintenance4Features` 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. `VkPhysicalDeviceMaintenance4Features` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceMaintenance4Features-sType-sType` 
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_FEATURES`

The `VkPhysicalDeviceMaintenance5FeaturesKHR` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceMaintenance5Features
{
    VkStructureType sType;
    void* pNext;
    VkBool32 maintenance5;
} VkPhysicalDeviceMaintenance5Features;
```
typedef struct VkPhysicalDeviceMaintenance5FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 maintenance5;
} VkPhysicalDeviceMaintenance5FeaturesKHR;

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.
- **maintenance5** indicates that the implementation supports the following:
  - The ability to expose support for the optional format VK_FORMAT_A1B5G5R5_UNORM_PACK16_KHR.
  - The ability to expose support for the optional format VK_FORMAT_A8_UNORM_KHR.
  - A property to indicate that multisample coverage operations are performed after sample counting in EarlyFragmentTests mode.
  - Creating a VkBufferView with a subset of the associated VkBuffer usage using VkBufferUsageFlags2CreateInfoKHR.
  - A new function vkCmdBindIndexBuffer2KHR, allowing a range of memory to be bound as an index buffer.
  - vkDeviceProcAddr will return NULL for function pointers of core functions for versions higher than the version requested by the application.
  - vkCmdBindVertexBuffers2 supports using VK_WHOLE_SIZE in the pSizes parameter.
  - If PointSize is not written, a default value of 1.0 is used for the size of points.
  - VkShaderModuleCreateInfo can be added as a chained structure to pipeline creation via VkPipelineShaderStageCreateInfo, rather than having to create a shader module.
  - A function vkGetRenderingAreaGranularityKHR to query the optimal render area for a dynamic rendering instance.
  - A property to indicate that depth/stencil texturing operations with VK_COMPONENT_SWIZZLE_ONE have defined behavior.
  - vkGetDeviceImageSubresourceLayoutKHR allows an application to perform a vkGetImageSubresourceLayout query without having to create an image.
  - VK_REMAINING_ARRAY LAYERS as the layerCount member of VkImageSubresourceLayers.
  - A property to indicate whether PointSize controls the final rasterization of polygons if polygon mode is VK_POLYGON_MODE_POINT.
  - Two properties to indicate the non-strict line rasterization algorithm used.
  - Two new flags words VkPipelineCreateFlagBits2KHR and VkBufferUsageFlagBits2KHR.
  - Physical-device-level functions can now be called with any value in the valid range for a type beyond the defined enumerants, such that applications can avoid checking individual features, extensions, or versions before querying supported properties of a particular
 enumerated.

- Copies between images of any type are allowed, with 1D images treated as 2D images with a height of 1.

If the `VkPhysicalDeviceMaintenance5FeaturesKHR` 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. `VkPhysicalDeviceMaintenance5FeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceMaintenance5FeaturesKHR-sType-sType`
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_5_FEATURES_KHR`

The `VkPhysicalDeviceMaintenance6FeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_maintenance6
typedef struct VkPhysicalDeviceMaintenance6FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 maintenance6;
} VkPhysicalDeviceMaintenance6FeaturesKHR;
```

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.
- `maintenance6` indicates that the implementation supports the following:
  
  - `VK_NULL_HANDLE` can be used when binding an index buffer
  - `VkBindMemoryStatusKHR` can be included in the `pNext` chain of the `VkBindBufferMemoryInfo` and `VkBindImageMemoryInfo` structures, enabling applications to retrieve `VkResult` values for individual memory binding operations.
  - `VkPhysicalDeviceMaintenance6PropertiesKHR::blockTexelViewCompatibleMultipleLayers` property to indicate that the implementation supports creating image views with `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` where the `layerCount` member of `subresourceRange` is greater than 1.
  - `VkPhysicalDeviceMaintenance6PropertiesKHR::maxCombinedImageSamplerDescriptorCount` property which indicates the maximum descriptor size required for any format that requires a sampler Y′CbCr conversion supported by the implementation.
  - A `VkPhysicalDeviceMaintenance6PropertiesKHR::fragmentShadingRateClampCombinerInputs` property which indicates whether the implementation clamps the inputs to fragment shading rate combiner operations.
If the `VkPhysicalDeviceMaintenance6FeaturesKHR` 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. `VkPhysicalDeviceMaintenance6FeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceMaintenance6FeaturesKHR-sType-sType
  
sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_6_FEATURES_KHR`

The `VkPhysicalDeviceDynamicRenderingFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceDynamicRenderingFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 dynamicRendering;
} VkPhysicalDeviceDynamicRenderingFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_dynamic_rendering
typedef VkPhysicalDeviceDynamicRenderingFeatures
    VkPhysicalDeviceDynamicRenderingFeaturesKHR;
```

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.
- `dynamicRendering` specifies that the implementation supports dynamic render pass instances using the `vkCmdBeginRendering` command.

If the `VkPhysicalDeviceDynamicRenderingFeatures` 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. `VkPhysicalDeviceDynamicRenderingFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceDynamicRenderingFeatures-sType-sType
  
sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_FEATURES`
The **VkPhysicalDeviceAttachmentFeedbackLoopLayoutFeaturesEXT** structure is defined as:

```c
// Provided by VK_EXT_attachment_feedback_loop_layout
typedef struct VkPhysicalDeviceAttachmentFeedbackLoopLayoutFeaturesEXT {
    VkStructureType     sType;
    void*                pNext;
    VkBool32             attachmentFeedbackLoopLayout;
} VkPhysicalDeviceAttachmentFeedbackLoopLayoutFeaturesEXT;
```

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.
- **attachmentFeedbackLoopLayout** indicates whether the implementation supports using `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT` image layout for images created with `VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT`.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceAttachmentFeedbackLoopLayoutFeaturesEXT-sType-sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ATTACHMENT_FEEDBACK_LOOP_LAYOUT_FEATURES_EXT`.

The **VkPhysicalDeviceNestedCommandBufferFeaturesEXT** structure is defined as:

```c
// Provided by VK_EXT_nested_command_buffer
typedef struct VkPhysicalDeviceNestedCommandBufferFeaturesEXT {
    VkStructureType     sType;
    void*                pNext;
    VkBool32             nestedCommandBuffer;
    VkBool32             nestedCommandBufferRendering;
    VkBool32             nestedCommandBufferSimultaneousUse;
} VkPhysicalDeviceNestedCommandBufferFeaturesEXT;
```

This structure describes the following features:

- **nestedCommandBuffer** indicates the implementation supports nested command buffers, which allows Secondary Command Buffers to execute other Secondary Command Buffers.
- **nestedCommandBufferRendering** indicates that it is valid to call `vkCmdExecuteCommands` inside a Secondary Command Buffer recorded with `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT`.
- **nestedCommandBufferSimultaneousUse** indicates that the implementation supports nested command buffers with command buffers that are recorded with `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT`.

If the **VkPhysicalDeviceNestedCommandBufferFeaturesEXT** 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. `VkPhysicalDeviceNestedCommandBufferFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceNestedCommandBufferFeaturesEXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_NESTED_COMMAND_BUFFER_FEATURES_EXT`

The `VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_ray_tracing_position_fetch
typedef struct VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 rayTracingPositionFetch;
} VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR;
```

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.
- `rayTracingPositionFetch` indicates that the implementation supports fetching the object space vertex positions of a hit triangle.

If the `VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR` 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. `VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_POSITION_FETCH_FEATURES_KHR`

The `VkPhysicalDeviceShaderFloatControls2FeaturesKHR` structure is defined as:
typedef struct VkPhysicalDeviceShaderFloatControls2FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderFloatControls2;
} VkPhysicalDeviceShaderFloatControls2FeaturesKHR;

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.
- **shaderFloatControls2** specifies whether shader modules can declare the FloatControls2 capability.

If the VkPhysicalDeviceShaderFloatControls2FeaturesKHR 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. VkPhysicalDeviceShaderFloatControls2FeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderFloatControls2FeaturesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT_CONTROLS_2_FEATURES_KHR

The VkPhysicalDeviceShaderTileImageFeaturesEXT structure is defined as:

typedef struct VkPhysicalDeviceShaderTileImageFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderTileImageColorReadAccess;
    VkBool32 shaderTileImageDepthReadAccess;
    VkBool32 shaderTileImageStencilReadAccess;
} VkPhysicalDeviceShaderTileImageFeaturesEXT;

The members of the VkPhysicalDeviceShaderTileImageFeaturesEXT structure describe the following features:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **shaderTileImageColorReadAccess** indicates that the implementation supports the TileImageColorReadAccessEXT SPIR-V capability.
- **shaderTileImageDepthReadAccess** indicates that the implementation supports the
TileImageDepthReadAccessEXT SPIR-V capability.

- shaderTileImageStencilReadAccess indicates that the implementation supports the TileImageStencilReadAccessEXT SPIR-V capability.

If the VkPhysicalDeviceShaderTileImageFeaturesEXT 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. VkPhysicalDeviceShaderTileImageFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderTileImageFeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TILE_IMAGE_FEATURES_EXT

The VkPhysicalDeviceDepthBiasControlFeaturesEXT structure is defined as:

```c
// Provided by VK_EXT_depth_bias_control
typedef struct VkPhysicalDeviceDepthBiasControlFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 depthBiasControl;
    VkBool32 leastRepresentableValueForceUnormRepresentation;
    VkBool32 floatRepresentation;
    VkBool32 depthBiasExact;
} VkPhysicalDeviceDepthBiasControlFeaturesEXT;
```

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.
- `depthBiasControl` indicates whether the implementation supports the vkCmdSetDepthBias2EXT command and the VkDepthBiasRepresentationInfoEXT structure.
- `leastRepresentableValueForceUnormRepresentation` indicates whether the implementation supports using the VK_DEPTH_BIAS_REPRESENTATION_LEAST_REPRESENTABLE_VALUE_FORCE_UNORM_EXT depth bias representation.
- `floatRepresentation` indicates whether the implementation supports using the VK_DEPTH_BIAS_REPRESENTATION_FLOAT_EXT depth bias representation.
- `depthBiasExact` indicates whether the implementation supports forcing depth bias to not be scaled to ensure a minimum resolvable difference using VkDepthBiasRepresentationInfoEXT::depthBiasExact.
The `VkPhysicalDeviceShaderObjectFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_shader_object
typedef struct VkPhysicalDeviceShaderObjectFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderObject;
} VkPhysicalDeviceShaderObjectFeaturesEXT;
```

This structure describes the following feature:

- `shaderObject` indicates whether the implementation supports shader objects.

If the `VkPhysicalDeviceShaderObjectFeaturesEXT` 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. `VkPhysicalDeviceShaderObjectFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

The `VkPhysicalDeviceFrameBoundaryFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_frame_boundary
typedef struct VkPhysicalDeviceFrameBoundaryFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 frameBoundary;
} VkPhysicalDeviceFrameBoundaryFeaturesEXT;
```

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.
- `frameBoundary` indicates whether the implementation supports frame boundary information.

If the `VkPhysicalDeviceFrameBoundaryFeaturesEXT` structure is included in the `pNext` chain of the
The `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceFrameBoundaryFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceFrameBoundaryFeaturesEXT-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAME_BOUNDARY_FEATURES_EXT`

The `VkPhysicalDeviceDynamicRenderingUnusedAttachmentsFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_dynamic_rendering_unused_attachments
typedef struct VkPhysicalDeviceDynamicRenderingUnusedAttachmentsFeaturesEXT {
    VkStructureType sType;
    void*pNext;
    VkBool32 dynamicRenderingUnusedAttachments;
} VkPhysicalDeviceDynamicRenderingUnusedAttachmentsFeaturesEXT;
```

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.
- `dynamicRenderingUnusedAttachments` indicates that the implementation supports binding graphics pipelines within a render pass instance where any pipeline `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` element with a format other than `VK_FORMAT_UNDEFINED` is allowed with a corresponding `VkRenderingInfo::pColorAttachments` element with an `imageView` equal to `VK_NULL_HANDLE`, or any pipeline `VkPipelineRenderingCreateInfo::pColorAttachmentFormats` element with a `VK_FORMAT_UNDEFINED` format is allowed with a corresponding `VkRenderingInfo::pColorAttachments` element with a non-`VK_NULL_HANDLE` `imageView`. Also a `VkPipelineRenderingCreateInfo::depthAttachmentFormat` other than `VK_FORMAT_UNDEFINED` is allowed with a `VK_NULL_HANDLE` `VkRenderingInfo::pDepthAttachment`, or a `VkPipelineRenderingCreateInfo::depthAttachmentFormat` of `VK_FORMAT_UNDEFINED` is allowed with a non-`VK_NULL_HANDLE` `VkRenderingInfo::pDepthAttachment`. Also a `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` other than `VK_FORMAT_UNDEFINED` is allowed with a `VK_NULL_HANDLE` `VkRenderingInfo::pStencilAttachment`, or a `VkPipelineRenderingCreateInfo::stencilAttachmentFormat` of `VK_FORMAT_UNDEFINED` is allowed with a non-`VK_NULL_HANDLE` `VkRenderingInfo::pStencilAttachment`. Any writes to a `VkRenderingInfo::pColorAttachments`, `VkRenderingInfo::pDepthAttachment`, or `VkRenderingInfo::pStencilAttachment` with `VK_NULL_HANDLE` are discarded.

If the `VkPhysicalDeviceDynamicRenderingUnusedAttachmentsFeaturesEXT` 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. `VkPhysicalDeviceDynamicRenderingUnusedAttachmentsFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.
The `VkPhysicalDeviceShaderMaximalReconvergenceFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_shader_maximal_reconvergence
typedef struct VkPhysicalDeviceShaderMaximalReconvergenceFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderMaximalReconvergence;
} VkPhysicalDeviceShaderMaximalReconvergenceFeaturesKHR;
```

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.
- `shaderMaximalReconvergence` specifies whether the implementation supports the shader execution mode `MaximallyReconvergesKHR`.

If the `VkPhysicalDevicePrivateDataFeaturesEXT` 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. `VkPhysicalDevicePrivateDataFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

The `VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_shader_subgroup_rotate
typedef struct VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderSubgroupRotate;
    VkBool32 shaderSubgroupRotateClustered;
} VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR;
```

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

• `shaderSubgroupRotate` specifies whether shader modules can declare the `GroupNonUniformRotateKHR` capability.

• `shaderSubgroupRotateClustered` specifies whether shader modules can use the `ClusterSize` operand to `OpGroupNonUniformRotateKHR`.

If the `VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR` 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. `VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

• VUID-VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR-sType-sType
  ```
sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_ROTATE_FEATURES_KHR
  ```

The `VkPhysicalDeviceShaderExpectAssumeFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_shader_expect_assume
typedef struct VkPhysicalDeviceShaderExpectAssumeFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderExpectAssume;
} VkPhysicalDeviceShaderExpectAssumeFeaturesKHR;
```

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

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

• `shaderExpectAssume` specifies whether shader modules can declare the `ExpectAssumeKHR` capability.

If the `VkPhysicalDeviceShaderExpectAssumeFeaturesKHR` 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. `VkPhysicalDeviceShaderExpectAssumeFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

• VUID-VkPhysicalDeviceShaderExpectAssumeFeaturesKHR-sType-sType
  ```
sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_EXPECT_ASSUME_FEATURES_KHR
  ```

The `VkPhysicalDeviceDynamicRenderingLocalReadFeaturesKHR` 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.
- `dynamicRenderingLocalRead` specifies that the implementation supports local reads inside dynamic render pass instances using the `vkCmdBeginRendering` command.

If the `VkPhysicalDeviceDynamicRenderingLocalReadFeaturesKHR` 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. `VkPhysicalDeviceDynamicRenderingLocalReadFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceDynamicRenderingLocalReadFeaturesKHR-sType-sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_LOCAL_READ_FEATURES_KHR`.

The `VkPhysicalDeviceShaderQuadControlFeaturesKHR` structure is defined as:

This structure describes the following features:

- `shaderQuadControl` indicates whether the implementation supports shaders with the `QuadControlKHR` capability.

If the `VkPhysicalDeviceShaderQuadControlFeaturesKHR` 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. `VkPhysicalDeviceShaderQuadControlFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.
39.1. Feature Requirements

All Vulkan graphics implementations must support the following features:

- robustBufferAccess, unless the VK_KHR_portability_subset extension is enabled.
- multiview, if Vulkan 1.1 is supported.
- shaderDrawParameters, if the VK_KHR_shader_draw_parameters extension is supported.
- uniformBufferStandardLayout, if Vulkan 1.2 or the VK_KHR_uniform_buffer_standard_layout extension is supported.
- variablePointersStorageBuffer, if the VK_KHR_variable_pointers extension is supported.
- storageBuffer8BitAccess, if the VK_KHR_8bit_storage 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
  - shaderStorageBufferArrayNonUniformIndexing
  - shaderUniformTexelBufferArrayNonUniformIndexing
  - descriptorBindingSampledImageUpdateAfterBind
  - descriptorBindingStorageImageUpdateAfterBind
  - descriptorBindingStorageBufferUpdateAfterBind (see also robustBufferAccessUpdateAfterBind)
  - descriptorBindingUniformTexelBufferUpdateAfterBind (see also robustBufferAccessUpdateAfterBind)
  - descriptorBindingStorageTexelBufferUpdateAfterBind (see also robustBufferAccessUpdateAfterBind)
  - descriptorBindingUpdateUnusedWhilePending
  - descriptorBindingPartiallyBound
  - runtimeDescriptorArray
- If Vulkan 1.3 is supported:
vulkanMemoryModel
vulkanMemoryModelDeviceScope

- inlineUniformBlock, if Vulkan 1.3 or the VK_EXT_inline_uniform_block extension is supported.

- descriptorBindingInlineUniformBlockUpdateAfterBind, if Vulkan 1.3 or the VK_EXT_inline_uniform_block extension is supported; and if the descriptorIndexing feature is supported, or the VK_EXT_descriptor_indexing extension is supported.

- subgroupBroadcastDynamicId, if Vulkan 1.2 is supported.

- samplerMirrorClampToEdge, if the VK_KHR_sampler_mirror_clamp_to_edge extension is supported.

- drawIndirectCount, if the VK_KHR_draw_indirect_count extension is supported.

- subgroupSizeControl, if Vulkan 1.3 or the VK_EXT_subgroup_size_control extension is supported.

- computeFullSubgroups, if Vulkan 1.3 or 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_depthStencil_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.

- If the VK_KHR_acceleration_structure extension is supported:
  - accelerationStructure
    - All the features required by the descriptorIndexing feature if Vulkan 1.2 is supported, or the VK_EXT_descriptor_indexing extension.
    - descriptorBindingAccelerationStructureUpdateAfterBind
    - bufferDeviceAddress from Vulkan 1.2 or the VK_KHR_buffer_device_address extension.

- If the VK_KHR_ray_tracing_pipeline extension is supported:
  - rayTracingPipeline
  - rayTracingPipelineTraceRaysIndirect
  - rayTraversalPrimitiveCulling, if rayQuery is supported
    - the VK_KHR.pipeline_library extension must be supported.

- rayQuery, if the VK_KHR_ray_query extension is supported.

- pipelineCreationCacheControl, if Vulkan 1.3 or the VK_EXT_pipeline_creation_cache_control extension is supported.

- shaderSubgroupExtendedTypes, if Vulkan 1.2 or the VK_KHR_shader_subgroup_extended_types extension is supported.

- samplerYcbcrConversion, if the VK_KHR_sampler_ycbcr_conversion extension is supported.

- pipelineExecutableInfo, if the VK_KHR_pipeline_executable_properties 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.
• indexTypeUint8, if the VK_KHR_index_type_uint8 extension is supported.
• indexTypeUint8, if the VK_KHR_index_type_uint8 extension is supported.
• shaderDemoteToHelperInvocation, if Vulkan 1.3 or the VK_EXT_shader_demote_to_helper_invocation extension is supported.
• texelBufferAlignment, if Vulkan 1.3 or the VK_EXT_texel_buffer_alignment extension is supported.
• vulkanMemoryModel, if the VK_KHR_vulkan_memory_model extension is supported.
• bufferDeviceAddress, if Vulkan 1.3 or the VK_KHR_buffer_device_address extension is supported.
• performanceCounterQueryPools, if the VK_KHR_performance_query extension is supported.
• transformFeedback, if the VK_EXT_transform_feedback extension is supported.
• vertexAttributeInstanceRateDivisor, if the VK_KHR_vertex_attribute_divisor extension is supported.
• shaderSubgroupClock, if the VK_KHR_shader_clock extension is supported.
• shaderBufferInt64Atomics, if the VK_KHR_shader_atomic_int64 extension is supported.
• shaderInt64, if the shaderSharedInt64Atomics or shaderBufferInt64Atomics features are supported.
• shaderFloat16 or shaderInt8, if the VK_KHR_shader_float16_int8 extension is supported.
• rectangularLines or bresenhamLines or smoothLines or stippledRectangularLines or stippledBresenhamLines or stippledSmoothLines, if the VK_KHR_line_rasterization extension is supported.
• storageBuffer16BitAccess, if the VK_KHR_16bit_storage extension is supported.
• storageBuffer16BitAccess, if uniformAndStorageBuffer16BitAccess is enabled.
• robustImageAccess, if Vulkan 1.3 or the VK_EXT_image_robustness extension is supported.
• pipelineFragmentShadingRate, if the VK_KHR_fragment_shading_rate extension is supported.
• shaderTerminateInvocation if Vulkan 1.3 or the VK_KHR_shader_terminate_invocation extension is supported.
• shaderZeroInitializeWorkgroupMemory, if Vulkan 1.3 or the VK_KHR_zero_initialize_workgroup_memory extension is supported.
• workgroupMemoryExplicitLayout, if the VK_KHR_workgroup_memory_explicit_layout extension is supported.
• synchronization2 if Vulkan 1.3 or the VK_KHR_synchronization2 extension is supported.
• shaderSubgroupUniformControlFlow, if the VK_KHR_shader_subgroup_uniform_control_flow extension is supported.
• presentId, if the VK_KHR_present_id extension is supported.
• presentWait, if the VK_KHR_present_wait extension is supported.
• hostImageCopy, if the VK_EXT_host_image_copy extension is supported.
• shaderIntegerDotProduct if Vulkan 1.3 or the VK_KHR_shader_integer_dot_product extension is supported.
• maintenance4, if Vulkan 1.3 or the VK_KHR_maintenance4 extension is supported.
• maintenance5, if the VK_KHR_maintenance5 extension is supported.
• maintenance6, if the VK_KHR_maintenance6 extension is supported.
• privateData, if Vulkan 1.3 or the VK_EXT_private_data extension is supported.
• dynamicRendering, if Vulkan 1.3 or the VK_KHR_dynamic_rendering extension is supported.
• nestedCommandBuffer, if the VK_EXT_nested_command_buffer extension is supported.
• rayTracingMaintenance1, if the VK_KHR_ray_tracing_maintenance1 extension is supported.
• videoMaintenance1, if the VK_KHR_video_maintenance1 extension is supported.
• attachmentFeedbackLoopLayout, if the VK_EXT_attachment_feedback_loop_layout extension is supported.
• micromap, if the VK_EXT_opacity_micromap extension is supported.
• frameBoundary, if the VK_EXT_frame_boundary extension is supported.
• tessellationShader, if the extendedDynamicState3TessellationDomainOrigin feature is supported.
• depthClamp, if the extendedDynamicState3DepthClampEnable feature is supported.
• fillModeNonSolid, if the extendedDynamicState3PolygonMode feature is supported.
• alphaToOne, if the extendedDynamicState3AlphaToOneEnable feature is supported.
• logicOp, if the extendedDynamicState3LogicOpEnable feature is supported.
• geometryStreams, if the extendedDynamicState3RasterizationStream feature is supported.
• VK_KHR_line_rasterization or VK_EXT_line_rasterization extension, if the extendedDynamicState3LineRasterizationMode feature is supported.
• VK_KHR_line_rasterization or VK_EXT_line_rasterization extension, if the extendedDynamicState3LineStippleEnable feature is supported.
• attachmentFeedbackLoopDynamicState, if the VK_EXT_attachment_feedback_loop_dynamic_state extension is supported.
• rayTracingPositionFetch, if the VK_KHR_ray_tracing_position_fetch extension is supported.
• shaderObject, if the VK_EXT_shader_object extension is supported.
• shaderTileImageColorReadAccess, if the VK_EXT_shader_tile_image extension is supported.
• depthBiasControl, if the VK_EXT_depth_bias_control extension is supported.
• cooperativeMatrix if the VK_KHR Cooperative Matrix extension is supported.
• shaderMaximalReconvergence, if the VK_KHR_shader_maximal_reconvergence extension is supported.
• shaderSubgroupRotate, if the VK_KHR_shader_subgroup_rotate extension is supported.
• shaderExpectAssume, if the VK_KHR_shader_expect_assume extension is supported.
• shaderFloatControls2, if the VK_KHR_shader_float_controls2 extension is supported.
• dynamicRenderingLocalRead, if the VK_KHR_dynamic_rendering_local_read extension is supported.
• shaderQuadControl, if the VK_KHR_shader_quad_control extension is supported.
All other features defined in the Specification are optional.

39.2. Profile Features

39.2.1. Roadmap 2022

Implementations that claim support for the Roadmap 2022 profile must support the following features:

- fullDrawIndexUint32
- imageCubeArray
- independentBlend
- sampleRateShading
- drawIndirectFirstInstance
- depthClamp
- depthBiasClamp
- samplerAnisotropy
- occlusionQueryPrecise
- fragmentStoresAndAtomics
- shaderStorageImageExtendedFormats
- shaderUniformBufferArrayDynamicIndexing
- shaderSampledImageArrayDynamicIndexing
- shaderStorageBufferArrayDynamicIndexing
- shaderStorageImageArrayDynamicIndexing
- samplerYcbcrConversion
- samplerMirrorClampToEdge
- descriptorIndexing
- shaderUniformTexelBufferArrayDynamicIndexing
- shaderStorageTexelBufferArrayDynamicIndexing
- shaderUniformBufferArrayNonUniformIndexing
- shaderSampledImageArrayNonUniformIndexing
- shaderStorageBufferArrayNonUniformIndexing
- shaderStorageImageArrayNonUniformIndexing
- shaderUniformTexelBufferArrayNonUniformIndexing
- shaderStorageTexelBufferArrayNonUniformIndexing
- descriptorBindingSampledImageUpdateAfterBind
- descriptorBindingStorageImageUpdateAfterBind
• descriptorBindingStorageBufferUpdateAfterBind
• descriptorBindingUniformTexelBufferUpdateAfterBind
• descriptorBindingStorageTexelBufferUpdateAfterBind
• descriptorBindingUpdateUnusedWhilePending
• descriptorBindingPartiallyBound
• descriptorBindingVariableDescriptorCount
• runtimeDescriptorArray
• scalarBlockLayout

39.2.2. Roadmap 2024

Implementations that claim support for the Roadmap 2024 profile must support the following features:

• multiDrawIndirect
• shaderImageGatherExtended
• shaderDrawParameters
• shaderInt8
• shaderInt16
• shaderFloat16
• storageBuffer16BitAccess
• storageBuffer8BitAccess
Chapter 40. 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 maxVertexInputAttributes;
    uint32_t maxVertexInputBindings;
    uint32_t maxVertexInputAttributeOffset;
    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 maxComputeWorkGroupSize[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;
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_INPUT_ATTACHMENT`, `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER`, `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`, `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`, or `VK_DESCRIPTOR_TYPE_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. 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`.

2314
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` or `LocalSizeId` 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` or `LocalSizeId` 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 xᵢ and yᵢ. 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 `[-maxSamplerLodBias, +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 `[minimum, maximum]` range that the corners of a viewport **must** be contained in. This range **must** be at least `[-2 × size, 2 × size - 1]`, where `size = max(maxViewportDimensions[0], 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 `[-size + 1, 2 × 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\(^1\) 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\(^1\) 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.

- `sampledImageDepthSampleCounts` is a bitmask\(^1\) 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\(^1\) 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\(^1\) 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 \([\min, \max]\) 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 \([\min, \max]\) 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 vkCmdCopyBufferToImage2, vkCmdCopyBufferToImage, vkCmdCopyImageToBuffer2, and vkCmdCopyImageToBuffer. This value is also the optimal host memory offset alignment in bytes for vkCopyMemoryToImageEXT and vkCopyImageToMemoryEXT. 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 vkCmdCopyBufferToImage2, vkCmdCopyBufferToImage, vkCmdCopyImageToBuffer2, and vkCmdCopyImageToBuffer. This value is also the optimal host memory row pitch alignment in bytes for vkCopyMemoryToImageEXT and vkCopyImageToMemoryEXT. 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:
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.

typedef VkFlags VkSampleCountFlags;

**VkSampleCountFlags** is a bitmask type for setting a mask of zero or more **VkSampleCountFlagBits**.

The **VkPhysicalDevicePushDescriptorPropertiesKHR** structure is defined as:

typedef struct VkPhysicalDevicePushDescriptorPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t maxPushDescriptors;
} VkPhysicalDevicePushDescriptorPropertiesKHR;

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **maxPushDescriptors** is the maximum number of descriptors that can be used in a descriptor set layout created with **VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR** set.

If the **VkPhysicalDevicePushDescriptorPropertiesKHR** 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 \texttt{VkPhysicalDeviceMultiviewProperties} structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceMultiviewProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t maxMultiviewViewCount;
    uint32_t maxMultiviewInstanceIndex;
} VkPhysicalDeviceMultiviewProperties;
```

or the equivalent

```c
// Provided by VK_KHR_multiview
typedef VkPhysicalDeviceMultiviewProperties VkPhysicalDeviceMultiviewPropertiesKHR;
```

- \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{maxMultiviewViewCount} is one greater than the maximum view index that can be used in a subpass.
- \texttt{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 \texttt{VkPhysicalDeviceMultiviewProperties} 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.
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 shaderRoundingModeRTZFloat16;
    VkBool32 shaderRoundingModeRTZFloat32;
    VkBool32 shaderRoundingModeRTZFloat64;
} VkPhysicalDeviceFloatControlsProperties;

or the equivalent

// Provided by VK_KHR_shader_float_controls
typedef VkPhysicalDeviceFloatControlsPropertiesKHR

• 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,
    // Provided by VK_KHR_shader_float_controls
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY_KHR =
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY,
    // Provided by VK_KHR_shader_float_controls
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_ALL_KHR =
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_ALL,
    // Provided by VK_KHR_shader_float_controls
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE_KHR =
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE,
} VkShaderFloatControlsIndependence;
```

or the equivalent

```c
// Provided by VK_KHR_shader_float_controls
typedef VkShaderFloatControlsIndependence VkShaderFloatControlsIndependenceKHR;
```

- **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:
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.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceDiscardRectanglePropertiesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DISCARD_RECTANGLE_PROPERTIES_EXT

The VkPhysicalDevicePointClippingProperties structure is defined as:

typedef struct VkPhysicalDevicePointClippingProperties {
    VkStructureType sType;
    void* pNext;
    VkPointClippingBehavior pointClippingBehavior;
} VkPhysicalDevicePointClippingProperties;

or the equivalent

// Provided by VK_KHR_maintenance2
typedef VkPhysicalDevicePointClippingProperties
VkPhysicalDevicePointClippingPropertiesKHR;

- 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.

2326
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, or shaderSubgroupUniformControlFlow is enabled, subgroupSize must be greater than or equal to 4.

If the shaderQuadControl feature is supported, supportedOperations must include VK_SUBGROUP_FEATURE_QUAD_BIT.

If VK_KHR_shader_subgroup_rotate is supported, and the implementation advertises support with a VkExtensionProperties::specVersion greater than or equal to 2, and shaderSubgroupRotate is
supported, **VK_SUBGROUP_FEATURE_ROTATE_BIT_KHR** must be returned in `subgroupSupportedOperations`. If **VK_KHR_shader_subgroup_rotate** is supported, and the implementation advertises support with a `VkExtensionProperties::specVersion` greater than or equal to 2, and **shaderSubgroupRotateClustered** is supported, **VK_SUBGROUP_FEATURE_ROTATE_CLUSTERED_BIT_KHR** must be returned in `subgroupSupportedOperations`.

**Note**

**VK_SUBGROUP_FEATURE_ROTATE_BIT_KHR** and **VK_SUBGROUP_FEATURE_ROTATE_CLUSTERED_BIT_KHR** were added in version 2 of the **VK_KHR_shader_subgroup_rotate** extension, after the initial release, so there are implementations that do not advertise these bits. Applications should use the **shaderSubgroupRotate** and **shaderSubgroupRotateClustered** features to determine and enable support. These bits are advertised here for consistency and for future dependencies.

### 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:

```c
// Provided by VK_VERSION_1_1
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,
    // Provided by VK_KHR_shader_subgroup_rotate
    VK_SUBGROUP_FEATURE_ROTATE_BIT_KHR = 0x00000200,
    // Provided by VK_KHR_shader_subgroup_rotate
    VK_SUBGROUP_FEATURE_ROTATE_CLUSTERED_BIT_KHR = 0x00000400,
} 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.

• **VK_SUBGROUP_FEATURE_ROTATE_BIT_KHR** specifies the device will accept SPIR-V shader modules containing the `GroupNonUniformRotateKHR` capability.

• **VK_SUBGROUP_FEATURE_ROTATE_CLUSTERED_BIT_KHR** specifies the device will accept SPIR-V shader modules that use the `ClusterSize` operand to `OpGroupNonUniformRotateKHR`.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkSubgroupFeatureFlags;
```

`VkSubgroupFeatureFlags` is a bitmask type for setting a mask of zero or more `VkSubgroupFeatureFlagBits`.

The `VkPhysicalDeviceSubgroupSizeControlProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceSubgroupSizeControlProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t minSubgroupSize;
    uint32_t maxSubgroupSize;
    uint32_t maxComputeWorkgroupSubgroups;
    VkShaderStageFlags requiredSubgroupSizeStages;
} VkPhysicalDeviceSubgroupSizeControlProperties;
```

• **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`.  

2329
• **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**

  The **sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_PROPERTIES**

---

The **VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR** structure is defined as:

```c
// Provided by VK_KHR_vertex_attribute_divisor
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**

  The **sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_PROPERTIES_KHR**

---
The `VkPhysicalDeviceSamplerFilterMinmaxProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_2
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:

```c
// Provided by VK_VERSION_1_1
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:

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceProtectedMemoryProperties-sType-sType**
  - `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_PROPERTIES`
or the equivalent

```c
typedef VkPhysicalDeviceMaintenance3PropertiesVK_KHR
```

• `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 `VkPhysicalDeviceMaintenance4Properties` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkPhysicalDeviceMaintenance4Properties {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize maxBufferSize;
} VkPhysicalDeviceMaintenance4Properties;
```

or the equivalent

```c
// Provided by VK_KHR_maintenance3
typedef VkPhysicalDeviceMaintenance3Properties
```

```c
// Provided by VK_KHR_maintenance3
typedef VkPhysicalDeviceMaintenance3Properties
```
// Provided by VK_KHR_maintenance4
typedef VkPhysicalDeviceMaintenance4Properties
VkPhysicalDeviceMaintenance4PropertiesKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• maxBufferSize is the maximum size VkBuffer that can be created.

If the VkPhysicalDeviceMaintenance4Properties 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-VkPhysicalDeviceMaintenance4Properties-sType-sType
sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_PROPERTIES

The VkPhysicalDeviceMaintenance5PropertiesKHR structure is defined as:

// Provided by VK_KHR_maintenance5
typedef struct VkPhysicalDeviceMaintenance5PropertiesKHR {
    VkStructureType     sType;
    void*                pNext;
    VkBool32             earlyFragmentMultisampleCoverageAfterSampleCounting;
    VkBool32             earlyFragmentSampleMaskTestBeforeSampleCounting;
    VkBool32             depthStencilSwizzleOneSupport;
    VkBool32             polygonModePointSize;
    VkBool32             nonStrictSinglePixelWideLinesUseParallelogram;
    VkBool32             nonStrictWideLinesUseParallelogram;
} VkPhysicalDeviceMaintenance5PropertiesKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• earlyFragmentMultisampleCoverageAfterSampleCounting is a boolean value indicating whether the fragment shading and multisample coverage operations are performed after sample counting for fragment shaders with EarlyFragmentTests execution mode.
• earlyFragmentSampleMaskTestBeforeSampleCounting is a boolean value indicating whether the sample mask test operation is performed before sample counting for fragment shaders using the EarlyFragmentTests execution mode.
• depthStencilSwizzleOneSupport is a boolean indicating that depth/stencil texturing operations with VK_COMPONENT_SWIZZLE_ONE have defined behavior.
• polygonModePointSize is a boolean value indicating whether the point size of the final rasterization of polygons with VK_POLYGON_MODE_POINT is controlled by PointSize.
• **nonStrictSinglePixelWideLinesUseParallelogram** is a boolean value indicating whether non-strict lines with a width of 1.0 are rasterized as parallelograms or using Bresenham’s algorithm.

• **nonStrictWideLinesUseParallelogram** is a boolean value indicating whether non-strict lines with a width greater than 1.0 are rasterized as parallelograms or using Bresenham’s algorithm.

If the **VkPhysicalDeviceMaintenance5PropertiesKHR** 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-VkPhysicalDeviceMaintenance5PropertiesKHR-sType-sType**
  
  **sType** **must** be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_5_PROPERTIES_KHR**

The **VkPhysicalDeviceMaintenance6PropertiesKHR** structure is defined as:

```c
// Provided by VK_KHR_maintenance6
typedef struct VkPhysicalDeviceMaintenance6PropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 blockTexelViewCompatibleMultipleLayers;
    uint32_t maxCombinedImageSamplerDescriptorCount;
    VkBool32 fragmentShadingRateClampCombinerInputs;
} VkPhysicalDeviceMaintenance6PropertiesKHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **blockTexelViewCompatibleMultipleLayers** is a boolean value indicating that an implementation supports creating image views with **VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT** where the **layerCount** member of **subresourceRange** is greater than 1.
- **maxCombinedImageSamplerDescriptorCount** is the maximum number of combined image sampler descriptors that the implementation uses to access any of the formats that require a sampler **Y’CbCr** conversion supported by the implementation.
- **fragmentShadingRateClampCombinerInputs** is a boolean value indicating that an implementation clamps the inputs to combiner operations.

If the **VkPhysicalDeviceMaintenance6PropertiesKHR** 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-VkPhysicalDeviceMaintenance6PropertiesKHR-sType-sType**
  
  **sType** **must** be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_6_PROPERTIES_KHR**

2335
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 VkPhysicalDeviceInlineUniformBlockProperties structure is defined as:
typedef struct VkPhysicalDeviceInlineUniformBlockProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t maxInlineUniformBlockSize;
    uint32_t maxPerStageDescriptorInlineUniformBlocks;
    uint32_t maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks;
    uint32_t maxDescriptorSetInlineUniformBlocks;
    uint32_t maxDescriptorSetUpdateAfterBindInlineUniformBlocks;
} VkPhysicalDeviceInlineUniformBlockProperties;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **maxInlineUniformBlockSize** is the maximum size in bytes of an inline uniform block binding.
- **maxPerStageDescriptorInlineUniformBlocks** is the maximum number of inline uniform block bindings that can be accessible to a single shader stage in a pipeline layout. Descriptor bindings with a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK count against this limit. Only descriptor bindings in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit.
- **maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks** is similar to maxPerStageDescriptorInlineUniformBlocks but counts descriptor bindings from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.
- **maxDescriptorSetInlineUniformBlocks** is the maximum number of inline uniform block bindings that can be included in descriptor bindings in a pipeline layout across all pipeline shader stages and descriptor set numbers. Descriptor bindings with a descriptor type of VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK count against this limit. Only descriptor bindings in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit.
- **maxDescriptorSetUpdateAfterBindInlineUniformBlocks** is similar to maxDescriptorSetInlineUniformBlocks but counts descriptor bindings from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

If the VkPhysicalDeviceInlineUniformBlockProperties 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-VkPhysicalDeviceInlineUniformBlockProperties-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INLINE_UNIFORM_BLOCK_PROPERTIES

The VkPhysicalDeviceDepthStencilResolveProperties structure is defined as:
typedef struct VkPhysicalDeviceDepthStencilResolveProperties {
    VkStructureType sType;
    void* pNext;
    VkResolveModeFlags supportedDepthResolveModes;
    VkResolveModeFlags supportedStencilResolveModes;
    VkBool32 independentResolveNone;
    VkBool32 independentResolve;
} VkPhysicalDeviceDepthStencilResolveProperties;

or the equivalent

// Provided by VK_KHR_depth_stencil_resolve
typedef VkPhysicalDeviceDepthStencilResolveProperties VkPhysicalDeviceDepthStencilResolvePropertiesKHR;

• **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. 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. 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:

2340
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 `VkPhysicalDeviceTransformFeedbackPropertiesEXT` structure is defined as:

```c
typedef struct VkPhysicalDeviceTransformFeedbackPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t maxTransformFeedbackStreams;
    uint32_t maxTransformFeedbackBuffers;
    VkDeviceSize maxTransformFeedbackBufferSize;
    uint32_t maxTransformFeedbackStreamDataSize;
    uint32_t maxTransformFeedbackBufferDataSize;
    uint32_t maxTransformFeedbackBufferDataStride;
    VkBool32 transformFeedbackQueries;
    VkBool32 transformFeedbackStreamsLinesTriangles;
    VkBool32 transformFeedbackRasterizationStreamSelect;
    VkBool32 transformFeedbackDraw;
} VkPhysicalDeviceTransformFeedbackPropertiesEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **maxTransformFeedbackStreams** is the maximum number of vertex streams that can be output from geometry shaders declared with the `GeometryStreams` capability. If the implementation does not support `VkPhysicalDeviceTransformFeedbackFeaturesEXT::geometryStreams` then `maxTransformFeedbackStreams` must be set to 1.
• **maxTransformFeedbackBuffers** is the maximum number of transform feedback buffers that can be bound for capturing shader outputs from the last pre-rasterization shader stage.

• **maxTransformFeedbackBufferSize** is the maximum size that can be specified when binding a buffer for transform feedback in `vkCmdBindTransformFeedbackBuffersEXT`.

• **maxTransformFeedbackStreamDataSize** is the maximum amount of data in bytes for each vertex that captured to one or more transform feedback buffers associated with a specific vertex stream.

• **maxTransformFeedbackBufferDataSize** is the maximum amount of data in bytes for each vertex that can be captured to a specific transform feedback buffer.

• **maxTransformFeedbackBufferDataStride** is the maximum stride between each capture of vertex data to the buffer.

• **transformFeedbackQueries** is `VK_TRUE` if the implementation supports the `VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT` query type. **transformFeedbackQueries** is `VK_FALSE` if queries of this type cannot be created.

• **transformFeedbackStreamsLinesTriangles** is `VK_TRUE` if the implementation supports the geometry shader `OpExecutionMode` of `OutputLineStrip` and `OutputTriangleStrip` in addition to `OutputPoints` when more than one vertex stream is output. If **transformFeedbackStreamsLinesTriangles** is `VK_FALSE` the implementation only supports an `OpExecutionMode` of `OutputPoints` when more than one vertex stream is output from the geometry shader.

• **transformFeedbackRasterizationStreamSelect** is `VK_TRUE` if the implementation supports the `GeometryStreams` SPIR-V capability and the application can use `VkPipelineRasterizationStateStreamCreateInfoEXT` to modify which vertex stream output is used for rasterization. Otherwise vertex stream 0 must always be used for rasterization.

• **transformFeedbackDraw** is `VK_TRUE` if the implementation supports the `vkCmdDrawIndirectByteCountEXT` function otherwise the function must not be called.

If the **VkPhysicalDeviceTransformFeedbackPropertiesEXT** 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-VkPhysicalDeviceTransformFeedbackPropertiesEXT-sType-sType `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TRANSFORM_FEEDBACK_PROPERTIES_EXT`

The **VkPhysicalDeviceAccelerationStructurePropertiesKHR** structure is defined as:
typedef struct VkPhysicalDeviceAccelerationStructurePropertiesKHR {
  VkStructureType sType;
  void* pNext;
  uint64_t maxGeometryCount;
  uint64_t maxInstanceCount;
  uint64_t maxPrimitiveCount;
  uint32_t maxPerStageDescriptorAccelerationStructures;
  uint32_t maxPerStageDescriptorUpdateAfterBindAccelerationStructures;
  uint32_t maxDescriptorSetAccelerationStructures;
  uint32_t maxDescriptorSetUpdateAfterBindAccelerationStructures;
  uint32_t minAccelerationStructureScratchOffsetAlignment;
} VkPhysicalDeviceAccelerationStructurePropertiesKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **maxGeometryCount** is the maximum number of geometries in the bottom level acceleration structure.
- **maxInstanceCount** is the maximum number of instances in the top level acceleration structure.
- **maxPrimitiveCount** is the maximum number of triangles or AABBs in all geometries in the bottom level acceleration structure.
- **maxPerStageDescriptorAccelerationStructures** is the maximum number of acceleration structure bindings that can be accessible to a single shader stage in a pipeline layout. Descriptor bindings with a descriptor type of VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR count against this limit. Only descriptor bindings in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit.
- **maxPerStageDescriptorUpdateAfterBindAccelerationStructures** is similar to maxPerStageDescriptorAccelerationStructures but counts descriptor bindings from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.
- **maxDescriptorSetAccelerationStructures** is the maximum number of acceleration structure descriptors that can be included in descriptor bindings in a pipeline layout across all pipeline shader stages and descriptor set numbers. Descriptor bindings with a descriptor type of VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR count against this limit. Only descriptor bindings in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit.
- **maxDescriptorSetUpdateAfterBindAccelerationStructures** is similar to maxDescriptorSetAccelerationStructures but counts descriptor bindings from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.
- **minAccelerationStructureScratchOffsetAlignment** is the minimum required alignment, in bytes, for scratch data passed in to an acceleration structure build command. The value must be a power of two.

Due to the fact that the geometry, instance, and primitive counts are specified at acceleration
structure creation as 32-bit values, `maxGeometryCount`, `maxInstanceCount`, and `maxPrimitiveCount` must not exceed \(2^{32} - 1\).

If the `VkPhysicalDeviceAccelerationStructurePropertiesKHR` 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-VkPhysicalDeviceAccelerationStructurePropertiesKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ACCELERATION_STRUCTURE_PROPERTIES_KHR`.

The `VkPhysicalDeviceRayTracingPipelinePropertiesKHR` structure is defined as:

```c
typedef struct VkPhysicalDeviceRayTracingPipelinePropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t shaderGroupHandleSize;
    uint32_t maxRayRecursionDepth;
    uint32_t maxShaderGroupStride;
    uint32_t shaderGroupBaseAlignment;
    uint32_t shaderGroupHandleCaptureReplaySize;
    uint32_t maxRayDispatchInvocationCount;
    uint32_t shaderGroupHandleAlignment;
    uint32_t maxRayHitAttributeSize;
} VkPhysicalDeviceRayTracingPipelinePropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `shaderGroupHandleSize` is the size in bytes of the shader header.
- `maxRayRecursionDepth` is the maximum number of levels of ray recursion allowed in a trace command.
- `maxShaderGroupStride` is the maximum stride in bytes allowed between shader groups in the shader binding table.
- `shaderGroupBaseAlignment` is the required alignment in bytes for the base of the shader binding table.
- `shaderGroupHandleCaptureReplaySize` is the number of bytes for the information required to do capture and replay for shader group handles.
- `maxRayDispatchInvocationCount` is the maximum number of ray generation shader invocations which may be produced by a single `vkCmdTraceRaysIndirectKHR` or `vkCmdTraceRaysKHR` command.
- `shaderGroupHandleAlignment` is the required alignment in bytes for each entry in a shader binding table. The value must be a power of two.
• **maxRayHitAttributeSize** is the maximum size in bytes for a ray attribute structure.

If the `VkPhysicalDeviceRayTracingPipelinePropertiesKHR` 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-VkPhysicalDeviceRayTracingPipelinePropertiesKHR-sType-sType
  sType **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_PIPELINE_PROPERTIES_KHR`

The `VkPhysicalDeviceCooperativeMatrixPropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR CooperativeMatrix
typedef struct VkPhysicalDeviceCooperativeMatrixPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkShaderStageFlags cooperativeMatrixSupportedStages;
} VkPhysicalDeviceCooperativeMatrixPropertiesKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **cooperativeMatrixSupportedStages** is a bitfield of `VkShaderStageFlagBits` describing the shader stages that cooperative matrix instructions are supported in. **cooperativeMatrixSupportedStages** will have the `VK_SHADER_STAGE_COMPUTE_BIT` bit set if any of the physical device's queues support `VK_QUEUE_COMPUTE_BIT`.

**cooperativeMatrixSupportedStages** **must** not have any bits other than `VK_SHADER_STAGE_COMPUTE_BIT` set.

If the ` VkPhysicalDeviceCooperativeMatrixPropertiesKHR` 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-VkPhysicalDeviceCooperativeMatrixPropertiesKHR-sType-sType
  sType **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COOPERATIVE_MATRIX_PROPERTIES_KHR`

The `VkPhysicalDeviceTexelBufferAlignmentProperties` structure is defined as:
typedef struct VkPhysicalDeviceTexelBufferAlignmentProperties {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize storageTexelBufferOffsetAlignmentBytes;
    VkBool32 storageTexelBufferOffsetSingleTexelAlignment;
    VkDeviceSize uniformTexelBufferOffsetAlignmentBytes;
    VkBool32 uniformTexelBufferOffsetSingleTexelAlignment;
} VkPhysicalDeviceTexelBufferAlignmentProperties;

- 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;
```

or the equivalent

```c
// Provided by VK_KHR_timeline_semaphore
typedef VkPhysicalDeviceTimelineSemaphoreProperties VkPhysicalDeviceTimelineSemaphorePropertiesKHR;
```

- **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;
```

- **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
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_PROPERTIES_KHR`.

The `VkPhysicalDevicePortabilitySubsetPropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_portability_subset
typedef struct VkPhysicalDevicePortabilitySubsetPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t minVertexInputBindingStrideAlignment;
} VkPhysicalDevicePortabilitySubsetPropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `minVertexInputBindingStrideAlignment` indicates the minimum alignment for vertex input strides. `VkVertexInputBindingDescription::stride` must be a multiple of, and at least as large as, this value. The value must be a power of two.

If the `VkPhysicalDevicePortabilitySubsetPropertiesKHR` 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-VkPhysicalDevicePortabilitySubsetPropertiesKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PORTABILITY_SUBSET_PROPERTIES_KHR`.

The `VkPhysicalDeviceFragmentShadingRatePropertiesKHR` structure is defined as:
// 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 \( \frac{\text{maxFragmentShadingRateAttachmentTexelSize.width}}{\text{minFragmentShadingRateAttachmentTexelSize.height}} \) or \( \frac{\text{maxFragmentShadingRateAttachmentTexelSize.height}}{\text{minFragmentShadingRateAttachmentTexelSize.width}} \). 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 primitiveFragmentShadingRate 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 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** is reserved for future use.
- `fragmentShadingRateWithFragmentShaderInterlock` is reserved for future use.
- `fragmentShadingRateWithCustomSampleLocations` is reserved for future use.
- `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 `VkPhysicalDeviceHostImageCopyPropertiesEXT` structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkPhysicalDeviceHostImageCopyPropertiesEXT {
    VkStructureType          sType;
    void*                    pNext;
    uint32_t                  copySrcLayoutCount;
    VkImageLayout*            pCopySrcLayouts;
    uint32_t                  copyDstLayoutCount;
    VkImageLayout*            pCopyDstLayouts;
    uint8_t                   optimalTilingLayoutUUID[VK_UUID_SIZE];
    VkBool32                  identicalMemoryTypeRequirements;
} VkPhysicalDeviceHostImageCopyPropertiesEXT;
```
• \textbf{sType} is a \texttt{VkStructureType} value identifying this structure.
• \textbf{pNext} is null or a pointer to a structure extending this structure.

• \textbf{copySrcLayoutCount} is an integer related to the number of image layouts for host copies from images available or queried, as described below.

• \textbf{pCopySrcLayouts} is a pointer to an array of \texttt{VkImageLayout} in which supported image layouts for use with host copy operations from images are returned.

• \textbf{copyDstLayoutCount} is an integer related to the number of image layouts for host copies to images available or queried, as described below.

• \textbf{pCopyDstLayouts} is a pointer to an array of \texttt{VkImageLayout} in which supported image layouts for use with host copy operations to images are returned.

• \textbf{optimalTilingLayoutUUID} is an array of \texttt{VK_UUID_SIZE uint8_t} values representing a universally unique identifier for the implementation's swizzling layout of images created with \texttt{VK_IMAGE_TILING_OPTIMAL}.

• \textbf{identicalMemoryTypeRequirements} indicates that specifying the \texttt{VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT} flag in \texttt{VkImageCreateInfo::usage} does not affect the memory type requirements of the image.

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

If \textbf{pCopyDstLayouts} is \texttt{null}, then the number of image layouts that are supported in \texttt{VkCopyMemoryToImageInfoEXT::dstImageLayout} and \texttt{VkCopyImageToImageInfoEXT::dstImageLayout} is returned in \textbf{copyDstLayoutCount}. Otherwise, \textbf{copyDstLayoutCount} \textbf{must} be set by the user to the number of elements in the \textbf{pCopyDstLayouts} array, and on return the variable is overwritten with the number of values actually written to \textbf{pCopyDstLayouts}. If the value of \textbf{copyDstLayoutCount} is less than the number of image layouts that are supported, at most \textbf{copyDstLayoutCount} values will be written to \textbf{pCopyDstLayouts}. The implementation \textbf{must} include the \texttt{VK_IMAGE_LAYOUT_GENERAL} image layout in \textbf{pCopyDstLayouts}.

If \textbf{pCopySrcLayouts} is \texttt{null}, then the number of image layouts that are supported in \texttt{VkCopyImageToMemoryInfoEXT::srcImageLayout} and \texttt{VkCopyImageToImageInfoEXT::srcImageLayout} is returned in \textbf{copySrcLayoutCount}. Otherwise, \textbf{copySrcLayoutCount} \textbf{must} be set by the user to the number of elements in the \textbf{pCopySrcLayouts} array, and on return the variable is overwritten with the number of values actually written to \textbf{pCopySrcLayouts}. If the value of \textbf{copySrcLayoutCount} is less than the number of image layouts that are supported, at most \textbf{copySrcLayoutCount} values will be written to \textbf{pCopySrcLayouts}. The implementation \textbf{must} include the \texttt{VK_IMAGE_LAYOUT_GENERAL} image layout in \textbf{pCopySrcLayouts}.

The \textbf{optimalTilingLayoutUUID} value can be used to ensure compatible data layouts when using the \texttt{VK_HOST_IMAGE_COPY_MEMCPY_EXT} flag in \texttt{vkCopyMemoryToImageEXT} and \texttt{vkCopyImageToMemoryEXT}.

### Valid Usage (Implicit)

- \textbf{VUID-VkPhysicalDeviceHostImageCopyPropertiesEXT-sType-sType} 2352
sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_PROPERTIES_EXT

- VUID-VkPhysicalDeviceHostImageCopyPropertiesEXT-pCopySrcLayouts-parameter
  If copySrcLayoutCount is not 0, and pCopySrcLayouts is not NULL, pCopySrcLayouts must be a valid pointer to an array of copySrcLayoutCount VkImageLayout values

- VUID-VkPhysicalDeviceHostImageCopyPropertiesEXT-pCopyDstLayouts-parameter
  If copyDstLayoutCount is not 0, and pCopyDstLayouts is not NULL, pCopyDstLayouts must be a valid pointer to an array of copyDstLayoutCount VkImageLayout values

The VkPhysicalDeviceNestedCommandBufferPropertiesEXT structure is defined as:

```c
// Provided by VK_EXT_nested_command_buffer
typedef struct VkPhysicalDeviceNestedCommandBufferPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t maxCommandBufferNestingLevel;
} VkPhysicalDeviceNestedCommandBufferPropertiesEXT;
```

The members of the VkPhysicalDeviceNestedCommandBufferPropertiesEXT structure describe the following features:

- maxCommandBufferNestingLevel indicates the maximum nesting level of calls to vkCmdExecuteCommands from Secondary Command Buffers. A maxCommandBufferNestingLevel of UINT32_MAX means there is no limit to the nesting level.

If the VkPhysicalDeviceNestedCommandBufferPropertiesEXT 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-VkPhysicalDeviceNestedCommandBufferPropertiesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_PROPERTIES_EXT

The VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR structure is defined as:

```c
// Provided by VK_KHR_fragment_shader_barycentric
typedef struct VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 triStripVertexOrderIndependentOfProvokingVertex;
} VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR;
```

- When the provoking vertex mode is VK_PROVOKING_VERTEX_MODE_LAST_VERTEX_EXT, and the primitive order is odd in a triangle strip, the ordering of vertices is defined in last vertex table. triStripVertexOrderIndependentOfProvokingVertex equal to VK_TRUE indicates that the
implementation ignores this and uses the vertex order defined by VK_PROVOKING_VERTEX_MODE_FIRST_VERTEX_EXT instead.

If the VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR 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-VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR-sType-sType** sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_BARYCENTRIC_PROPERTIES_KHR

The VkPhysicalDeviceExtendedDynamicState3PropertiesEXT structure is defined as:

```c
// Provided by VK_EXT_extended_dynamic_state3
typedef struct VkPhysicalDeviceExtendedDynamicState3PropertiesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 dynamicPrimitiveTopologyUnrestricted;
} VkPhysicalDeviceExtendedDynamicState3PropertiesEXT;
```

- **dynamicPrimitiveTopologyUnrestricted** indicates that the implementation allows vkCmdSetPrimitiveTopology to use a different primitive topology class to the one specified in the active graphics pipeline.

If the VkPhysicalDeviceExtendedDynamicState3PropertiesEXT 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-VkPhysicalDeviceExtendedDynamicState3PropertiesEXT-sType-sType** sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_3_PROPERTIES_EXT

The VkPhysicalDeviceOpacityMicromapPropertiesEXT structure is defined as:

```c
// Provided by VK_EXT_opacity_micromap
typedef struct VkPhysicalDeviceOpacityMicromapPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t maxOpacity2StateSubdivisionLevel;
    uint32_t maxOpacity4StateSubdivisionLevel;
} VkPhysicalDeviceOpacityMicromapPropertiesEXT;
```
• **sType** is a *VkStructureType* value identifying this structure.

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

• **maxOpacity2StateSubdivisionLevel** is the maximum allowed *subdivisionLevel* when *format* is *VK_OPACITY_MICROMAP_FORMAT_2_STATE_EXT*

• **maxOpacity4StateSubdivisionLevel** is the maximum allowed *subdivisionLevel* when *format* is *VK_OPACITY_MICROMAP_FORMAT_4_STATE_EXT*

If the *VkPhysicalDeviceOpacityMicromapPropertiesEXT* 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-VkPhysicalDeviceOpacityMicromapPropertiesEXT-sType-sType]

  **sType** must be *VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_OPACITY_MICROMAP_PROPERTIES_EXT*

The *VkPhysicalDeviceShaderObjectPropertiesEXT* structure is defined as:

```c
// Provided by VK_EXT_shader_object
typedef struct VkPhysicalDeviceShaderObjectPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint8_t shaderBinaryUUID[VK_UUID_SIZE];
    uint32_t shaderBinaryVersion;
} VkPhysicalDeviceShaderObjectPropertiesEXT;
```

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

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

• **shaderBinaryUUID** is an array of *VK_UUID_SIZE* uint8_t values representing a universally unique identifier for one or more implementations whose shader binaries are guaranteed to be compatible with each other.

• **shaderBinaryVersion** is an unsigned integer incremented to represent backwards compatible differences between implementations with the same shaderBinaryUUID.

The purpose and usage of the values of this structure are described in greater detail in *Binary Shader Compatibility*.

If the *VkPhysicalDeviceShaderObjectPropertiesEXT* 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-VkPhysicalDeviceShaderObjectPropertiesEXT-sType-sType]

2355
40.1. 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.

Table 51. Required Limit Types

<table>
<thead>
<tr>
<th>Type</th>
<th>Limit</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>uint32_t</td>
<td>maxImageDimension1D</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxImageDimension2D</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxImageDimension3D</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxImageDimensionCube</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxImageArrayLayers</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTexelBufferElements</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxUniformBufferRange</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxStorageBufferRange</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPushConstantsSize</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxMemoryAllocationCount</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxSamplerAllocationCount</td>
<td></td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>bufferImageGranularity</td>
<td>sparseBinding</td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>sparseAddressSpaceSize</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxBoundDescriptorSets</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorSamplers</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUniformBuffers</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorStorageBuffers</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorSampledImages</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorStorageImages</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorInputAttachments</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageResources</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetSamplers</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUniformBuffers</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUniformBuffersDynamic</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetStorageBuffers</td>
<td></td>
</tr>
<tr>
<td>Type</td>
<td>Limit</td>
<td>Feature</td>
</tr>
<tr>
<td>--------------------</td>
<td>------------------------------------------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetStorageBuffersDynamic</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetSampledImages</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetStorageImages</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetInputAttachments</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxVertexInputAttributes</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxVertexInputBindings</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxVertexInputAttributeOffset</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxVertexInputBindingStride</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxVertexOutputComponents</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationGenerationLevel</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationPatchSize</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationControlPerVertexInputComponents</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationControlPerPatchOutputComponents</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationControlTotalOutputComponents</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationEvaluationInputComponents</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTessellationEvaluationOutputComponents</td>
<td>tessellationShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxGeometryShaderInvocations</td>
<td>geometryShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxGeometryInputComponents</td>
<td>geometryShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxGeometryOutputComponents</td>
<td>geometryShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxGeometryOutputVertices</td>
<td>geometryShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxGeometryTotalOutputComponents</td>
<td>geometryShader</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFragmentInputComponents</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFragmentOutputAttachments</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFragmentDualSrcAttachments</td>
<td>dualSrcBlend</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFragmentCombinedOutputResources</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxComputeSharedMemorySize</td>
<td>-</td>
</tr>
<tr>
<td>3 × uint32_t</td>
<td>maxComputeWorkGroupCount</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxComputeWorkGroupInvocations</td>
<td>-</td>
</tr>
<tr>
<td>3 × uint32_t</td>
<td>maxComputeWorkGroupSize</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>subPixelPrecisionBits</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>subTexelPrecisionBits</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>mipmapPrecisionBits</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDrawIndexedIndexValue</td>
<td>fullDrawIndexedUint32</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDrawIndirectCount</td>
<td>multiDrawIndirect</td>
</tr>
<tr>
<td>Type</td>
<td>Limit</td>
<td>Feature</td>
</tr>
<tr>
<td>--------------------</td>
<td>------------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>float</td>
<td>maxSamplerLodBias</td>
<td>-</td>
</tr>
<tr>
<td>float</td>
<td>maxSamplerAnisotropy</td>
<td>samplerAnisotropy</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxViewports</td>
<td>multiViewport</td>
</tr>
<tr>
<td>2 × uint32_t</td>
<td>maxViewportDimensions</td>
<td>-</td>
</tr>
<tr>
<td>2 × float</td>
<td>viewportBoundsRange</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>viewportSubPixelBits</td>
<td>-</td>
</tr>
<tr>
<td>size_t</td>
<td>minMemoryMapAlignment</td>
<td>-</td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>minTexelBufferOffsetAlignment</td>
<td>-</td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>minUniformBufferOffsetAlignment</td>
<td>-</td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>minStorageBufferOffsetAlignment</td>
<td>-</td>
</tr>
<tr>
<td>int32_t</td>
<td>minTexelOffset</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTexelOffset</td>
<td>-</td>
</tr>
<tr>
<td>int32_t</td>
<td>minTexelGatherOffset</td>
<td>shaderImageGatherExtended</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTexelGatherOffset</td>
<td>shaderImageGatherExtended</td>
</tr>
<tr>
<td>float</td>
<td>minInterpolationOffset</td>
<td>sampleRateShading</td>
</tr>
<tr>
<td>float</td>
<td>maxInterpolationOffset</td>
<td>sampleRateShading</td>
</tr>
<tr>
<td>uint32_t</td>
<td>subPixelInterpolationOffsetBits</td>
<td>sampleRateShading</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFramebufferWidth</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFramebufferHeight</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFramebufferLayers</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>framebufferColorSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>framebufferIntegerColorSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>framebufferDepthSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>framebufferStencilSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>framebufferNoAttachmentsSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxColorAttachments</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>sampledImageColorSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>sampledImageIntegerSampleCounts</td>
<td>-</td>
</tr>
<tr>
<td>Type</td>
<td>Limit</td>
<td>Feature</td>
</tr>
<tr>
<td>---------------------</td>
<td>------------------------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>sampledImageDepthSampleCounts</td>
<td></td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>sampledImageStencilSampleCounts</td>
<td></td>
</tr>
<tr>
<td>VkSampleCountFlags</td>
<td>storageImageSampleCounts</td>
<td>shaderStorageImageMultisample</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxSampleMaskWords</td>
<td></td>
</tr>
<tr>
<td>VkBool32</td>
<td>timestampComputeAndGraphics</td>
<td></td>
</tr>
<tr>
<td>float</td>
<td>timestampPeriod</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxClipDistances</td>
<td>shaderClipDistance</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxCullDistances</td>
<td>shaderCullDistance</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxCombinedClipAndCullDistances</td>
<td>shaderCullDistance</td>
</tr>
<tr>
<td>uint32_t</td>
<td>discreteQueuePriorities</td>
<td></td>
</tr>
<tr>
<td>2 × float</td>
<td>pointSizeRange</td>
<td>largePoints</td>
</tr>
<tr>
<td>2 × float</td>
<td>lineWidthRange</td>
<td>wideLines</td>
</tr>
<tr>
<td>float</td>
<td>pointSizeGranularity</td>
<td>largePoints</td>
</tr>
<tr>
<td>float</td>
<td>lineWidthGranularity</td>
<td>wideLines</td>
</tr>
<tr>
<td>VkBool32</td>
<td>strictLines</td>
<td></td>
</tr>
<tr>
<td>VkBool32</td>
<td>standardSampleLocations</td>
<td></td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>optimalBufferCopyOffsetAlignment</td>
<td></td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>optimalBufferCopyRowPitchAlignment</td>
<td></td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>nonCoherentAtomSize</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDiscardRectangles</td>
<td>VK_EXT_discard_rectangles</td>
</tr>
<tr>
<td>VkBool32</td>
<td>filterMinMaxSingleComponentFormats</td>
<td>samplerFilterMinmax</td>
</tr>
<tr>
<td>VkBool32</td>
<td>filterMinMaxImageComponentMapping</td>
<td>samplerFilterMinmax</td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>maxBufferSize</td>
<td>maintenance4</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxUpdateAfterBindDescriptorsInAllPools</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>VkBool32</td>
<td>shaderUniformBufferArrayNonUniformIndexingNative</td>
<td></td>
</tr>
<tr>
<td>VkBool32</td>
<td>shaderSampledImageArrayNonUniformIndexingNative</td>
<td></td>
</tr>
<tr>
<td>VkBool32</td>
<td>shaderStorageBufferArrayNonUniformIndexingNative</td>
<td></td>
</tr>
<tr>
<td>VkBool32</td>
<td>shaderStorageImageArrayNonUniformIndexingNative</td>
<td></td>
</tr>
<tr>
<td>VkBool32</td>
<td>shaderInputAttachmentArrayNonUniformIndexingNative</td>
<td></td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindSamplers</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>Type</td>
<td>Limit</td>
<td>Feature</td>
</tr>
<tr>
<td>-------------------------</td>
<td>---------------------------------------------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindUniformBuffers</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindStorageBuffers</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindSampledImages</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindStorageImages</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindInputAttachments</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageUpdateAfterBindResources</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindSamplers</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindUniformBuffers</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindUniformBuffersDynamic</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindStorageBuffers</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindStorageBuffersDynamic</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindSampledImages</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindStorageImages</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindInputAttachments</td>
<td>descriptorIndexing</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxInlineUniformBlockSize</td>
<td>inlineUniformBlock</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorInlineUniformBlocks</td>
<td>inlineUniformBlock</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks</td>
<td>inlineUniformBlock</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetInlineUniformBlocks</td>
<td>inlineUniformBlock</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindInlineUniformBlocks</td>
<td>inlineUniformBlock</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxInlineUniformTotalSize</td>
<td>inlineUniformBlock</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxVertexAttribDivisor</td>
<td>VK_KHR_vertex_attribute_divisor</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTransformFeedbackStreams</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTransformFeedbackBuffers</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>VkDeviceSize</td>
<td>maxTransformFeedbackBufferSize</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTransformFeedbackStreamDataSize</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTransformFeedbackBufferDataSize</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxTransformFeedbackBufferDataStride</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>VkBool32</td>
<td>transformFeedbackQueries</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>VkBool32</td>
<td>transformFeedbackStreamsLinesTriangles</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>VkBool32</td>
<td>transformFeedbackRasterizationStreamSelect</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>Type</td>
<td>Limit</td>
<td>Feature</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>VkBool32</td>
<td>transformFeedbackDraw</td>
<td>VK_EXT_transform_feedback</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxGeometryCount</td>
<td>VK_NV_ray_tracing, VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxInstanceCount</td>
<td>VK_NV_ray_tracing, VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>shaderGroupHandleSize</td>
<td>VK_NV_ray_tracing, VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxShaderGroupStride</td>
<td>VK_NV_ray_tracing, VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>shaderGroupBaseAlignment</td>
<td>VK_NV_ray_tracing, VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorAccelerationStructures</td>
<td>VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxPerStageDescriptorUpdateAfterBindAccelerationStructures</td>
<td>VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetAccelerationStructures</td>
<td>VK_NV_ray_tracing, VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxDescriptorSetUpdateAfterBindAccelerationStructures</td>
<td>VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>minAccelerationStructureScratchOffsetAlignment</td>
<td>VK_KHR_acceleration_structure</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxRayRecursionDepth</td>
<td>VK_KHR_acceleration_pipeline</td>
</tr>
<tr>
<td>uint32_t</td>
<td>shaderGroupHandleCaptureReplaySize</td>
<td>VK_KHR_acceleration_pipeline</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxRayDispatchInvocationCount</td>
<td>VK_KHR_acceleration_pipeline</td>
</tr>
<tr>
<td>uint32_t</td>
<td>shaderGroupHandleAlignment</td>
<td>VK_KHR_acceleration_pipeline</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxRayHitAttributeSize</td>
<td>VK_KHR_acceleration_pipeline</td>
</tr>
<tr>
<td>uint64_t</td>
<td>maxTimelineSemaphoreValueDifference</td>
<td>timelineSemaphore</td>
</tr>
<tr>
<td>uint32_t</td>
<td>lineSubPixelPrecisionBits</td>
<td>VK_KHR_line_rasterization, VK_EXT_line_rasterization</td>
</tr>
<tr>
<td>2 × uint32_t</td>
<td>minFragmentShadingRateAttachmentTexelSize</td>
<td>attachmentFragmentShadingRate</td>
</tr>
<tr>
<td>2 × uint32_t</td>
<td>maxFragmentShadingRateAttachmentTexelSize</td>
<td>attachmentFragmentShadingRate</td>
</tr>
<tr>
<td>uint32_t</td>
<td>maxFragmentShadingRateAttachmentTexelSizeAspectRatio</td>
<td>attachmentFragmentShadingRate</td>
</tr>
<tr>
<td>VkBool32</td>
<td>primitiveFragmentShadingRateWithMultipleViewports</td>
<td>primitiveFragmentShadingRate</td>
</tr>
<tr>
<td>VkBool32</td>
<td>layeredShadingRateAttachments</td>
<td>attachmentFragmentShadingRate</td>
</tr>
<tr>
<td>VkBool32</td>
<td>fragmentShadingRateNonTrivialCombinerOps</td>
<td>pipelineFragmentShadingRate</td>
</tr>
</tbody>
</table>
### Table 52. Required Limits

<table>
<thead>
<tr>
<th>Limit</th>
<th>Unsupported Limit</th>
<th>Supported Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxImageDimension1D</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>maxImageDimension2D</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>maxImageDimension3D</td>
<td>-</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>maxImageDimensionCube</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>maxImageArrayLayers</td>
<td>-</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>maxTexelBufferElements</td>
<td>-</td>
<td>65536</td>
<td>min</td>
</tr>
<tr>
<td>maxUniformBufferRange</td>
<td>-</td>
<td>16384</td>
<td>min</td>
</tr>
<tr>
<td>maxStorageBufferRange</td>
<td>-</td>
<td>$2^{27}$</td>
<td>min</td>
</tr>
<tr>
<td>maxPushConstantsSize</td>
<td>-</td>
<td>128</td>
<td>min</td>
</tr>
<tr>
<td>maxMemoryAllocationCount</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>maxSamplerAllocationCount</td>
<td>-</td>
<td>4000</td>
<td>min</td>
</tr>
<tr>
<td>bufferImageGranularity</td>
<td>-</td>
<td>131072</td>
<td>max</td>
</tr>
<tr>
<td>sparseAddressSpaceSize</td>
<td>$2^0$</td>
<td>$2^{21}$</td>
<td>min</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type¹</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-------------------</td>
<td>----------------</td>
<td>-------------</td>
</tr>
<tr>
<td>maxBoundDescriptorSets</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorSamplers</td>
<td>-</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUniformBuffers</td>
<td>-</td>
<td>12</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageBuffers</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorSampledImages</td>
<td>-</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageImages</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorInputAttachments</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageResources</td>
<td>-</td>
<td>128²</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetSamplers</td>
<td>-</td>
<td>96⁸</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetUniformBuffers</td>
<td>-</td>
<td>72⁸</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetUniformBuffersDynamic</td>
<td>-</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetStorageBuffers</td>
<td>-</td>
<td>24⁸</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>max DescriptorSetStorageBuffersDynamic</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetSampledImages</td>
<td>-</td>
<td>96⁸</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetStorageImages</td>
<td>-</td>
<td>24⁸</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetInputAttachments</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxVertexInputAttributes</td>
<td>-</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxVertexInputBindings</td>
<td>-</td>
<td>16¹⁰</td>
<td>min</td>
</tr>
<tr>
<td>maxVertexInputAttributeOffset</td>
<td>-</td>
<td>2047</td>
<td>min</td>
</tr>
<tr>
<td>maxVertexInputBindingStride</td>
<td>-</td>
<td>2048</td>
<td>min</td>
</tr>
<tr>
<td>maxVertexOutputComponents</td>
<td>-</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationGenerationLevel</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationPatchSize</td>
<td>0</td>
<td>32</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationControlPerVertexInputComponents</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationControlPerVertexOutputComponents</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationControlPerPatchOutputComponents</td>
<td>0</td>
<td>120</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationControlTotalOutputComponents</td>
<td>0</td>
<td>2048</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationEvaluationInputComponents</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxTessellationEvaluationOutputComponents</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>------------------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>maxGeometryShaderInvocations</td>
<td>0</td>
<td>32</td>
<td>min</td>
</tr>
<tr>
<td>maxGeometryInputComponents</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxGeometryOutputComponents</td>
<td>0</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxGeometryOutputVertices</td>
<td>0</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>maxGeometryTotalOutputComponents</td>
<td>0</td>
<td>1024</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentInputComponents</td>
<td>-</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentOutputAttachments</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentDualSrcAttachments</td>
<td>0</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentCombinedOutputResources</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeSharedMemorySize</td>
<td>-</td>
<td>16384</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupCount</td>
<td>-</td>
<td>(65535,65535,65535)</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupInvocations</td>
<td>-</td>
<td>128</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupSize</td>
<td>-</td>
<td>(128,128,64)</td>
<td>min</td>
</tr>
<tr>
<td>subPixelPrecisionBits</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>subTexelPrecisionBits</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>mipmapPrecisionBits</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxDrawIndexedIndexValue</td>
<td>$2^{24}$-1</td>
<td>$2^{32}$-1</td>
<td>min</td>
</tr>
<tr>
<td>maxDrawIndirectCount</td>
<td>1</td>
<td>$2^{16}$-1</td>
<td>min</td>
</tr>
<tr>
<td>maxSamplerLodBias</td>
<td>-</td>
<td>2</td>
<td>min</td>
</tr>
<tr>
<td>maxSamplerAnisotropy</td>
<td>1</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxViewports</td>
<td>1</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxViewportDimensions</td>
<td>-</td>
<td>(4096,4096)</td>
<td>min</td>
</tr>
<tr>
<td>viewportBoundsRange</td>
<td>-</td>
<td>(-8192,8191)</td>
<td>(max, min)</td>
</tr>
<tr>
<td>viewportSubPixelBits</td>
<td>-</td>
<td>0</td>
<td>min</td>
</tr>
<tr>
<td>minMemoryMapAlignment</td>
<td>-</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>minTexelBufferOffsetAlignment</td>
<td>-</td>
<td>256</td>
<td>max</td>
</tr>
<tr>
<td>minUniformBufferOffsetAlignment</td>
<td>-</td>
<td>256</td>
<td>max</td>
</tr>
<tr>
<td>minStorageBufferOffsetAlignment</td>
<td>-</td>
<td>256</td>
<td>max</td>
</tr>
<tr>
<td>minTexelOffset</td>
<td>-</td>
<td>-8</td>
<td>max</td>
</tr>
<tr>
<td>maxTexelOffset</td>
<td>-</td>
<td>7</td>
<td>min</td>
</tr>
<tr>
<td>minTexelGatherOffset</td>
<td>0</td>
<td>-8</td>
<td>max</td>
</tr>
<tr>
<td>maxTexelGatherOffset</td>
<td>0</td>
<td>7</td>
<td>min</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>minInterpolationOffset</td>
<td>0.0</td>
<td>-0.5⁵</td>
<td>max</td>
</tr>
<tr>
<td>maxInterpolationOffset</td>
<td>0.0</td>
<td>0.5 - (1 ULP)⁵</td>
<td>min</td>
</tr>
<tr>
<td>subPixelInterpolationOffsetBits</td>
<td>0</td>
<td>4⁵</td>
<td>min</td>
</tr>
<tr>
<td>maxFramebufferWidth</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>maxFramebufferHeight</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>maxFramebufferLayers</td>
<td>-</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>framebufferColorSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>framebufferIntegerColorSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT)</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>framebufferDepthSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>framebufferStencilSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>framebufferNoAttachmentsSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>maxColorAttachments</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>sampledImageColorSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>sampledImageIntegerSampleCounts</td>
<td>-</td>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>sampledImageDepthSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>sampledImageStencilSampleCounts</td>
<td>-</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>min</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type¹</td>
</tr>
<tr>
<td>-----------------------------------------</td>
<td>-------------------------------------------------------</td>
<td>-----------------------------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>storageImageSampleCounts</td>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td>(VK_SAMPLE_COUNT_1_BIT</td>
<td>VK_SAMPLE_COUNT_4_BIT)</td>
</tr>
<tr>
<td>maxSampleMaskWords</td>
<td>-</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>timestampComputeAndGraphics</td>
<td>-</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>timestampPeriod</td>
<td>-</td>
<td>-</td>
<td>duration</td>
</tr>
<tr>
<td>maxClipDistances</td>
<td>0</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>maxCullDistances</td>
<td>0</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>maxCombinedClipAndCullDistances</td>
<td>0</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>discreteQueuePriorities</td>
<td>-</td>
<td>2</td>
<td>min</td>
</tr>
<tr>
<td>pointSizeRange</td>
<td>(1.0,1.0)</td>
<td>(1.0,64.0 - ULP)⁶</td>
<td>(max,min)</td>
</tr>
<tr>
<td>lineWidthRange</td>
<td>(1.0,1.0)</td>
<td>(1.0,8.0 - ULP)⁷</td>
<td>(max,min)</td>
</tr>
<tr>
<td>pointSizeGranularity</td>
<td>0.0</td>
<td>1.0⁶</td>
<td>max, fixed point increment</td>
</tr>
<tr>
<td>lineWidthGranularity</td>
<td>0.0</td>
<td>1.0⁷</td>
<td>max, fixed point increment</td>
</tr>
<tr>
<td>strictlines</td>
<td>-</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>standardSampleLocations</td>
<td>-</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>optimalBufferCopyOffsetAlignment</td>
<td>-</td>
<td>-</td>
<td>recommendation</td>
</tr>
<tr>
<td>optimalBufferCopyRowPitchAlignment</td>
<td>-</td>
<td>-</td>
<td>recommendation</td>
</tr>
<tr>
<td>nonCoherentAtomSize</td>
<td>-</td>
<td>256</td>
<td>max</td>
</tr>
<tr>
<td>maxPushDescriptors</td>
<td>-</td>
<td>32</td>
<td>min</td>
</tr>
<tr>
<td>maxMultiviewViewCount</td>
<td>-</td>
<td>6</td>
<td>min</td>
</tr>
<tr>
<td>maxMultiviewInstanceIndex</td>
<td>-</td>
<td>2²⁷-1</td>
<td>min</td>
</tr>
<tr>
<td>maxDiscardRectangles</td>
<td>0</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>filterMinmaxSingleComponentFormats</td>
<td>-</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>filterMinmaxImageComponentMapping</td>
<td>-</td>
<td>-</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-------------------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>maxPerSetDescriptors</td>
<td>-</td>
<td>1024</td>
<td>min</td>
</tr>
<tr>
<td>maxMemoryAllocationSize</td>
<td>-</td>
<td>$2^{30}$</td>
<td>min</td>
</tr>
<tr>
<td>maxBufferSize</td>
<td>-</td>
<td>$2^{30}$</td>
<td>min</td>
</tr>
<tr>
<td>maxUpdateAfterBindDescriptorsInAllPools</td>
<td>0</td>
<td>500000</td>
<td>min</td>
</tr>
<tr>
<td>shaderUniformBufferArrayNonUniformIndexingNative</td>
<td>-</td>
<td>False</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>shaderSampledImageArrayNonUniformIndexingNative</td>
<td>-</td>
<td>False</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>shaderStorageBufferArrayNonUniformIndexingNative</td>
<td>-</td>
<td>False</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>shaderStorageImageArrayNonUniformIndexingNative</td>
<td>-</td>
<td>False</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>shaderInputAttachmentArrayNonUniformIndexingNative</td>
<td>-</td>
<td>False</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindSamplers</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindUniformBuffers</td>
<td>$0^9$</td>
<td>12$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindStorageBuffers</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindSampledImages</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindStorageImages</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindInputAttachments</td>
<td>$0^9$</td>
<td>4$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageUpdateAfterBindResources</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindSamplers</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindUniformBuffers</td>
<td>$0^9$</td>
<td>72$^8$</td>
<td>min, $n \times \text{PerStage}$</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindUniformBuffersDynamic</td>
<td>$0^9$</td>
<td>8$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindStorageBuffers</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindStorageBuffersDynamic</td>
<td>$0^9$</td>
<td>4$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindSampledImages</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindStorageImages</td>
<td>$0^9$</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindInputAttachments</td>
<td>$0^9$</td>
<td>4$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxInlineUniformBlockSize</td>
<td>-</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type</td>
</tr>
<tr>
<td>-----------------------------------------------------------------------</td>
<td>-------------------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>maxPerStageDescriptorInlineUniformBlocks</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindInlineUniformBlocks</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetInlineUniformBlocks</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetUpdateAfterBindInlineUniformBlocks</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxInlineUniformTotalSize</td>
<td>-</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>maxVertexAttribDivisor</td>
<td>-</td>
<td>$2^{16}$-1</td>
<td>min</td>
</tr>
<tr>
<td>maxTransformFeedbackStreams</td>
<td>-</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>maxTransformFeedbackBuffers</td>
<td>-</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>maxTransformFeedbackBufferSize</td>
<td>-</td>
<td>$2^{27}$</td>
<td>min</td>
</tr>
<tr>
<td>maxTransformFeedbackStreamDataSize</td>
<td>-</td>
<td>512</td>
<td>min</td>
</tr>
<tr>
<td>maxTransformFeedbackBufferDataSize</td>
<td>-</td>
<td>512</td>
<td>min</td>
</tr>
<tr>
<td>maxTransformFeedbackBufferDataStride</td>
<td>-</td>
<td>512</td>
<td>min</td>
</tr>
<tr>
<td>transformFeedbackQueries</td>
<td>-</td>
<td>false</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>transformFeedbackStreamsLinesTriangles</td>
<td>-</td>
<td>false</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>transformFeedbackRasterizationStreamSelect</td>
<td>-</td>
<td>false</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>transformFeedbackDraw</td>
<td>-</td>
<td>false</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>VkPhysicalDeviceRayTracingPipelinePropertiesKHR::shaderGroupHandleSize</td>
<td>-</td>
<td>32</td>
<td>exact</td>
</tr>
<tr>
<td>VkPhysicalDeviceRayTracingPipelinePropertiesKHR::maxRayRecursionDepth</td>
<td>-</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>maxShaderGroupStride</td>
<td>-</td>
<td>4096</td>
<td>min</td>
</tr>
<tr>
<td>shaderGroupBaseAlignment</td>
<td>-</td>
<td>64</td>
<td>max</td>
</tr>
<tr>
<td>maxGeometryCount</td>
<td>-</td>
<td>$2^{24}$-1</td>
<td>min</td>
</tr>
<tr>
<td>maxInstanceCount</td>
<td>-</td>
<td>$2^{24}$-1</td>
<td>min</td>
</tr>
<tr>
<td>maxPrimitiveCount</td>
<td>-</td>
<td>$2^{29}$-1</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorAccelerationStructures</td>
<td>-</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindAccelerationStructures</td>
<td>-</td>
<td>500000$^9$</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetAccelerationStructures</td>
<td>-</td>
<td>16</td>
<td>min</td>
</tr>
</tbody>
</table>

---

2368
<table>
<thead>
<tr>
<th>Limit</th>
<th>Unsupported Limit</th>
<th>Supported Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxDescriptorSetUpdateAfterBindAccelerationStructures</td>
<td>-</td>
<td>500000^9</td>
<td>min</td>
</tr>
<tr>
<td>minAccelerationStructureScratchOffsetAlignment</td>
<td>-</td>
<td>256</td>
<td>max</td>
</tr>
<tr>
<td>shaderGroupHandleCaptureReplaySize</td>
<td>-</td>
<td>64</td>
<td>max</td>
</tr>
<tr>
<td>maxRayDispatchInvocationCount</td>
<td>-</td>
<td>2^{30}</td>
<td>min</td>
</tr>
<tr>
<td>shaderGroupHandleAlignment</td>
<td>-</td>
<td>32</td>
<td>max</td>
</tr>
<tr>
<td>maxRayHitAttributeSize</td>
<td>-</td>
<td>32</td>
<td>min</td>
</tr>
<tr>
<td>maxTimelineSemaphoreValueDifference</td>
<td>-</td>
<td>2^{31}-1</td>
<td>min</td>
</tr>
<tr>
<td>lineSubPixelPrecisionBits</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>minFragmentShadingRateAttachmentTexelSize</td>
<td>(0,0)</td>
<td>(32,32)</td>
<td>max</td>
</tr>
<tr>
<td>maxFragmentShadingRateAttachmentTexelSize</td>
<td>(0,0)</td>
<td>(8,8)</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentShadingRateAttachmentTexelSizeAspectRatio</td>
<td>0</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>primitiveFragmentShadingRateWithMultipleViewports</td>
<td>false</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>layeredShadingRateAttachments</td>
<td>false</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>fragmentShadingRateNonTrivialCombinerOps</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>maxFragmentSize</td>
<td>-</td>
<td>(2,2)</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentSizeAspectRatio</td>
<td>-</td>
<td>2</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentShadingRateCoverageSamples</td>
<td>-</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentShadingRateRasterizationSamples</td>
<td>-</td>
<td>VK_SAMPLE_COUNT_4_BIT</td>
<td>min</td>
</tr>
<tr>
<td>fragmentShadingRateWithShaderDepthStencilWrites</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>fragmentShadingRateWithSampleMask</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>fragmentShadingRateWithShaderSampleMask</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>fragmentShadingRateWithConservativeRasterization</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>fragmentShadingRateWithFragmentShaderInterlock</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>fragmentShadingRateWithCustomSampleLocations</td>
<td>-</td>
<td>false</td>
<td>implementatio dependent</td>
</tr>
<tr>
<td>Limit</td>
<td>Unsupported Limit</td>
<td>Supported Limit</td>
<td>Limit Type</td>
</tr>
<tr>
<td>-----------------------------------------------------</td>
<td>-------------------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>fragmentShadingRateStrictMultiplyCombiner</td>
<td>-</td>
<td>false</td>
<td>implementatio-n-dependent</td>
</tr>
<tr>
<td>maxCommandBufferNestingLevel</td>
<td>-</td>
<td>1</td>
<td>min</td>
</tr>
<tr>
<td>triStripVertexOrderIndependentOfProvokingVertex</td>
<td>-</td>
<td>false</td>
<td>implementatio-n-dependent</td>
</tr>
<tr>
<td>dynamicPrimitiveTopologyUnrestricted</td>
<td>-</td>
<td>-</td>
<td>implementatio-n-dependent</td>
</tr>
<tr>
<td>maxOpacity2StateSubdivisionLevel</td>
<td>-</td>
<td>3</td>
<td>min</td>
</tr>
<tr>
<td>maxOpacity4StateSubdivisionLevel</td>
<td>-</td>
<td>3</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.

3 See **maxViewportDimensions** for the **required** relationship to other limits.

4 See **viewportBoundsRange** for the **required** relationship to other limits.

5 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 \([-0.5, 0.4375]\).

6 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.

If the `VK_KHR_portability_subset` extension is enabled, the required minimum value of `maxVertexInputBindings` is 8.

### 40.2. Profile Limits

#### 40.2.1. Roadmap 2022

Implementations that claim support for the `Roadmap 2022` profile **must** satisfy the following additional limit requirements:

<table>
<thead>
<tr>
<th>Limit</th>
<th>Supported Limit</th>
<th>Limit Type¹</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>maxImageDimension1D</code></td>
<td>8192</td>
<td>min</td>
</tr>
<tr>
<td><code>maxImageDimension2D</code></td>
<td>8192</td>
<td>min</td>
</tr>
<tr>
<td><code>maxImageDimensionCube</code></td>
<td>8192</td>
<td>min</td>
</tr>
<tr>
<td><code>maxImageArrayLayers</code></td>
<td>2048</td>
<td>min</td>
</tr>
<tr>
<td><code>maxUniformBufferRange</code></td>
<td>65536</td>
<td>min</td>
</tr>
<tr>
<td><code>bufferImageGranularity</code></td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td><code>maxPerStageDescriptorSamplers</code></td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td><code>maxPerStageDescriptorUniformBuffers</code></td>
<td>15</td>
<td>min</td>
</tr>
<tr>
<td><code>maxPerStageDescriptorStorageBuffers</code></td>
<td>30</td>
<td>min</td>
</tr>
<tr>
<td><code>maxPerStageDescriptorSampledImages</code></td>
<td>200</td>
<td>min</td>
</tr>
<tr>
<td><code>maxPerStageDescriptorStorageImages</code></td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td><code>maxPerStageResources</code></td>
<td>200</td>
<td>min</td>
</tr>
<tr>
<td><code>maxDescriptorSetSamplers</code></td>
<td>576</td>
<td>min</td>
</tr>
<tr>
<td><code>maxDescriptorSetUniformBuffers</code></td>
<td>90</td>
<td>min</td>
</tr>
<tr>
<td><code>maxDescriptorSetStorageBuffers</code></td>
<td>96</td>
<td>min</td>
</tr>
<tr>
<td>Limit</td>
<td>Supported Limit</td>
<td>Limit Type</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-----------------</td>
<td>------------</td>
</tr>
<tr>
<td>maxDescriptorSetSampledImages</td>
<td>1800</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetStorageImages</td>
<td>144</td>
<td>min</td>
</tr>
<tr>
<td>maxFragmentCombinedOutputResources</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupInvocations</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupSize</td>
<td>(256, 256, 64)</td>
<td>min</td>
</tr>
<tr>
<td>subTexelPrecisionBits</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>mipmapPrecisionBits</td>
<td>6</td>
<td>min</td>
</tr>
<tr>
<td>maxSamplerLodBias</td>
<td>14</td>
<td>min</td>
</tr>
<tr>
<td>pointSizeGranularity</td>
<td>0.125</td>
<td>max</td>
</tr>
<tr>
<td>lineWidthGranularity</td>
<td>0.5</td>
<td>max</td>
</tr>
<tr>
<td>standardSampleLocations</td>
<td>VK_TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>maxColorAttachments</td>
<td>7</td>
<td>min</td>
</tr>
<tr>
<td>subgroupSize</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>subgroupSupportedStages</td>
<td>VK_SHADER_STAGE_COMPUTE_BIT, VK_SHADER_STAGE_FRAGMENT_BIT</td>
<td>bitfield</td>
</tr>
<tr>
<td>subgroupSupportedOperations</td>
<td>VK_SUBGROUP_FEATURE_BASIC_BIT, VK_SUBGROUP_FEATURE_VOTE_BIT, VK_SUBGROUP_FEATURE_ARITHMETIC_BIT, VK_SUBGROUP_FEATURE_BALLOT_BIT, VK_SUBGROUP_FEATURE_HUFFLE_BIT, VK_SUBGROUP_FEATURE_HUFFLE_RELATIVE_BIT, VK_SUBGROUP_FEATURE_QUAD_BIT</td>
<td>bitfield</td>
</tr>
<tr>
<td>shaderSignedZeroInfNanPreserveFloat16</td>
<td>VK_TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>shaderSignedZeroInfNanPreserveFloat32</td>
<td>VK_TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>maxSubgroupSize</td>
<td>4</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindInputAttachments</td>
<td>7</td>
<td>min</td>
</tr>
</tbody>
</table>

### 40.2.2. Roadmap 2024

Implementations that claim support for the Roadmap 2024 profile **must** satisfy the following additional limit requirements:
<table>
<thead>
<tr>
<th>Limit</th>
<th>Supported Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>shaderRoundingModeRTEFloat16</td>
<td>VK_TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>shaderRoundingModeRTEFloat32</td>
<td>VK_TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>timestampComputeAndGraphics</td>
<td>VK_TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>maxColorAttachments</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>maxBoundDescriptorSets</td>
<td>7</td>
<td>min</td>
</tr>
</tbody>
</table>
Chapter 41. 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.

41.1. 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_UNORMPACK8 = 1,
    Vk_FORMAT_R4G4B4A4_UNORMPACK16 = 2,
    Vk_FORMAT_B4G4R4A4_UNORMPACK16 = 3,
    Vk_FORMAT_R5G6B5_UNORMPACK16 = 4,
    Vk_FORMAT_B5G6R5_UNORMPACK16 = 5,
    Vk_FORMAT_R5G5B5A1_UNORMPACK16 = 6,
    Vk_FORMAT_B5G5R5A1_UNORMPACK16 = 7,
    Vk_FORMAT_A1R5G5B5_UNORMPACK16 = 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_R8G888_UNORM = 23,
   Vk_FORMAT_R8G888_SNORM = 24,
    Vk_FORMAT_R8G888_USCALED = 25,
    Vk_FORMAT_R8G888_SSCALED = 26,
    Vk_FORMAT_R8G888_UINT = 27,
    Vk_FORMAT_R8G888_SINT = 28,
    Vk_FORMAT_R8G888_SRGB = 29,
    Vk_FORMAT_B8G8R8_UNORM = 20,
    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_B8G8R8A8_UNORM   | 44, |
| VK_FORMAT_B8G8R8A8_SNORM   | 45, |
| VK_FORMAT_B8G8R8A8_USCALED | 46, |
| VK_FORMAT_B8G8R8A8_SSCALED | 47, |
| VK_FORMAT_B8G8R8A8_UINT    | 48, |
| VK_FORMAT_B8G8R8A8_SINT    | 49, |
| VK_FORMAT_B8G8R8A8_SRGB    | 50, |
| 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, |
| VK_FORMAT_A2B10G10R10_UNORM_PACK32 | 64, |
| VK_FORMAT_A2B10G10R10_SNORM_PACK32 | 65, |
| VK_FORMAT_A2B10G10R10_USCALED_PACK32 | 66, |
| VK_FORMAT_A2B10G10R10_SSCALED_PACK32 | 67, |
| VK_FORMAT_A2B10G10R10_UINT_PACK32 | 68, |
| VK_FORMAT_A2B10G10R10_SINT_PACK32 | 69, |
| VK_FORMAT_R16_UNORM        | 70, |
| VK_FORMAT_R16_SNORM        | 71, |
| VK_FORMAT_R16_USCALED      | 72, |
| VK_FORMAT_R16_SSCALED      | 73, |
| VK_FORMAT_R16_UINT         | 74, |
| VK_FORMAT_R16_SINT         | 75, |
| VK_FORMAT_R16_SFLOAT       | 76, |
| VK_FORMAT_R16G16_UNORM     | 77, |
| VK_FORMAT_R16G16_SNORM     | 78, |
| VK_FORMAT_R16G16_USCALED   | 79, |
| VK_FORMAT_R16G16_SSCALED   | 80, |
| VK_FORMAT_R16G16_UINT      | 81, |
| VK_FORMAT_R16G16_SINT      | 82, |
VK_FORMAT_R16G16_SFLOAT = 83,
VK_FORMAT_R16G16B16_UNORM = 84,
VK_FORMAT_R16G16B16_SNORM = 85,
VK_FORMAT_R16G16B16_USCALED = 86,
VK_FORMAT_R16G16B16_SSCALED = 87,
VK_FORMAT_R16G16B16_UINT = 88,
VK_FORMAT_R16G16B16_SINT = 89,
VK_FORMAT_R16G16B16_SFLOAT = 90,
VK_FORMAT_R16G16B16A16_UNORM = 91,
VK_FORMAT_R16G16B16A16_SNORM = 92,
VK_FORMAT_R16G16B16A16_USCALED = 93,
VK_FORMAT_R16G16B16A16_SSCALED = 94,
VK_FORMAT_R16G16B16A16_UINT = 95,
VK_FORMAT_R16G16B16A16_SINT = 96,
VK_FORMAT_R16G16B16A16_SFLOAT = 97,
VK_FORMAT_R32_UINT = 98,
VK_FORMAT_R32_SINT = 99,
VK_FORMAT_R32_SFLOAT = 100,
VK_FORMAT_R32G32_UINT = 101,
VK_FORMAT_R32G32_SINT = 102,
VK_FORMAT_R32G32_SFLOAT = 103,
VK_FORMAT_R32G32B32_UINT = 104,
VK_FORMAT_R32G32B32_SINT = 105,
VK_FORMAT_R32G32B32_SFLOAT = 106,
VK_FORMAT_R32G32B32A32_UINT = 107,
VK_FORMAT_R32G32B32A32_SINT = 108,
VK_FORMAT_R32G32B32A32_SFLOAT = 109,
VK_FORMAT_R64_UINT = 110,
VK_FORMAT_R64_SINT = 111,
VK_FORMAT_R64_SFLOAT = 112,
VK_FORMAT_R64G64_UINT = 113,
VK_FORMAT_R64G64_SINT = 114,
VK_FORMAT_R64G64_SFLOAT = 115,
VK_FORMAT_R64G64B64_UINT = 116,
VK_FORMAT_R64G64B64_SINT = 117,
VK_FORMAT_R64G64B64_SFLOAT = 118,
VK_FORMAT_R64G64B64A64_UINT = 119,
VK_FORMAT_R64G64B64A64_SINT = 120,
VK_FORMAT_R64G64B64A64_SFLOAT = 121,
VK_FORMAT_B10G11R11_UFLOAT_PACK32 = 122,
VK_FORMAT_E5B9G9R9_UFLOAT_PACK32 = 123,
VK_FORMAT_D16_UNORM = 124,
VK_FORMAT_X8_D24_UNORM_PACK32 = 125,
VK_FORMAT_D32_SFLOAT = 126,
VK_FORMAT_S8_UINT = 127,
VK_FORMAT_D16_UNORM_S8_UINT = 128,
VK_FORMAT_D24_UNORM_S8_UINT = 129,
VK_FORMAT_D32_SFLOAT_S8_UINT = 130,
VK_FORMAT_BC1_RGB_UNORM_BLOCK = 131,
VK_FORMAT_BC1_RGBA_SRGB_BLOCK = 132,
VK_FORMAT_BC1_RGBA_UNORM_BLOCK = 133,
VK_FORMAT_BC1_RGBA_SRGB_BLOCK = 134,
VK_FORMAT_BC2_UNORM_BLOCK = 135,
VK_FORMAT_BC2_SRGB_BLOCK = 136,
VK_FORMAT_BC3_UNORM_BLOCK = 137,
VK_FORMAT_BC3_SRGB_BLOCK = 138,
VK_FORMAT_BC4_UNORM_BLOCK = 139,
VK_FORMAT_BC4_SNORM_BLOCK = 140,
VK_FORMAT_BC5_UNORM_BLOCK = 141,
VK_FORMAT_BC5_SNORM_BLOCK = 142,
VK_FORMAT_BCGH_UFLOAT_BLOCK = 143,
VK_FORMAT_BCGH_SFLOAT_BLOCK = 144,
VK_FORMAT_BC7_UNORM_BLOCK = 145,
VK_FORMAT_BC7_SRGB_BLOCK = 146,
VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK = 147,
VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK = 148,
VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK = 149,
VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK = 150,
VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK = 151,
VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK = 152,
VK_FORMAT_EAC_R11_UNORM_BLOCK = 153,
VK_FORMAT_EAC_R11_SNORM_BLOCK = 154,
VK_FORMAT_EAC_R11G11_UNORM_BLOCK = 155,
VK_FORMAT_EAC_R11G11_SNORM_BLOCK = 156,
VK_FORMAT_ASTC_4x4_UNORM_BLOCK = 157,
VK_FORMAT_ASTC_5x4_UNORM_BLOCK = 158,
VK_FORMAT_ASTC_5x5_UNORM_BLOCK = 159,
VK_FORMAT_ASTC_5x5_SRGB_BLOCK = 160,
VK_FORMAT_ASTC_6x6_UNORM_BLOCK = 161,
VK_FORMAT_ASTC_6x6_SRGB_BLOCK = 162,
VK_FORMAT_ASTC_6x6_SRGB_BLOCK = 163,
VK_FORMAT_ASTC_6x5_UNORM_BLOCK = 164,
VK_FORMAT_ASTC_6x5_SRGB_BLOCK = 165,
VK_FORMAT_ASTC_8x6_UNORM_BLOCK = 166,
VK_FORMAT_ASTC_8x5_UNORM_BLOCK = 167,
VK_FORMAT_ASTC_8x5_SRGB_BLOCK = 168,
VK_FORMAT_ASTC_8x6_SRGB_BLOCK = 169,
VK_FORMAT_ASTC_8x8_SRGB_BLOCK = 170,
VK_FORMAT_ASTC_8x8.UNORM_BLOCK = 171,
VK_FORMAT_ASTC_8x8_SRGB_BLOCK = 172,
VK_FORMAT_ASTC_10x5_UNORM_BLOCK = 173,
VK_FORMAT_ASTC_10x5_SRGB_BLOCK = 174,
VK_FORMAT_ASTC_10x6_UNORM_BLOCK = 175,
VK_FORMAT_ASTC_10x6_SRGB_BLOCK = 176,
VK_FORMAT_ASTC_10x8_UNORM_BLOCK = 177,
VK_FORMAT_ASTC_10x8_SRGB_BLOCK = 178,
VK_FORMAT_ASTC_10x10.UNORM_BLOCK = 179,
VK_FORMAT_ASTC_10x10_SRGB_BLOCK = 180,
VK_FORMAT_ASTC_12x10.UNORM_BLOCK = 181,
VK_FORMAT_ASTC_12x10_SRGB_BLOCK = 182,
VK_FORMAT_ASTC_12x12.UNORM_BLOCK = 183,
VK_FORMAT_ASTC_12x12_SRGB_BLOCK = 184,
VK_FORMAT_G8B8G8R8_422_UNORM = 1000156000,
VK_FORMAT_B8G8R8G8_422_UNORM = 1000156001,
VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM = 1000156002,
VK_FORMAT_G8_B8R8_2PLANE_420_UNORM = 1000156003,
VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM = 1000156004,
VK_FORMAT_G8_B8R8_2PLANE_422_UNORM = 1000156005,
VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM = 1000156006,
VK_FORMAT_R10X6_UNORM_PACK16 = 1000156007,
VK_FORMAT_R10X6G10X6_UNORM_2PACK16 = 1000156008,
VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16 = 1000156009,
VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16 = 1000156010,
VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16 = 1000156011,
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16 = 1000156012,
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16 = 1000156013,
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16 = 1000156014,
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16 = 1000156015,
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16 = 1000156016,
VK_FORMAT_R12X4_UNORM_PACK16 = 1000156017,
VK_FORMAT_R12X4G12X4_UNORM_2PACK16 = 1000156018,
VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16 = 1000156019,
VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16 = 1000156020,
VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16 = 1000156021,
VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16 = 1000156022,
VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16 = 1000156023,
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,
    // Provided by VK_VERSION_1_3
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16 = 1000330001,
    // Provided by VK_VERSION_1_3
VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16 = 1000330002,
    // Provided by VK_VERSION_1_3
VK_FORMAT_G16_B16R16_2PLANE_444_UNORM = 1000330003,
    // Provided by VK_VERSION_1_3
VK_FORMAT_A4R4G4B4_UNORM_PACK16 = 1000340000,
    // Provided by VK_VERSION_1_3
VK_FORMAT_A4B4G4R4_UNORM_PACK16 = 1000340001,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK = 1000066000,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK = 1000066001,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK = 1000066002,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK = 1000066003,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK = 1000066004,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK = 1000066005,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK = 1000066006,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_8x8_SFLOAT_BLOCK = 1000066007,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK = 1000066008,
    // Provided by VK_VERSION_1_3
VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK = 1000066009,
    // Provided by VK_VERSION_1_3
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,
VK_FORMAT_A1B5G5R5_UNORM_PACK16_KHR = 1000470000,
VK_FORMAT_A8_UNORM_KHR = 1000470001,
VK_FORMAT_G8B8G8R8_422_UNORM_KHR = VK_FORMAT_G8B8G8R8_422_UNORM,
VK_FORMAT_B8G8R8G8_422_UNORM_KHR = VK_FORMAT_B8G8R8G8_422_UNORM,
VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM_KHR = VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM,
VK_FORMAT_G8_B8R8_2PLANE_420_UNORM_KHR = VK_FORMAT_G8_B8R8_2PLANE_420_UNORM,
VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM_KHR = VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM,
VK_FORMAT_G8_B8R8_2PLANE_422_UNORM_KHR = VK_FORMAT_G8_B8R8_2PLANE_422_UNORM,
VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM_KHR = VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM,
VK_FORMAT_R10X6_UNORM_PACK16_KHR = VK_FORMAT_R10X6_UNORM_PACK16,
VK_FORMAT_R10X6G10X6_UNORM_2PACK16_KHR = VK_FORMAT_R10X6G10X6_UNORM_2PACK16,
VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16_KHR = VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16,
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16_KHR = VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16,
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16_KHR = VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16,
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_R12X4_UNORM_PACK16_KHR = VK_FORMAT_R12X4_UNORM_PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_R12X4G12X4_UNORM_2PACK16_KHR = VK_FORMAT_R12X4G12X4_UNORM_2PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16_KHR =
    VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_R12X4G12X4B12X4A12X4_3PLANE_422_UNORM_3PACK16_KHR =
    VK_FORMAT_R12X4G12X4B12X4A12X4_3PLANE_422_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16_KHR =
    VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16_KHR =
    VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16_KHR =
    VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16_KHR =
    VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16_KHR =
    VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16,
    // Provided by VK_KHR_sampler_ycbcr_conversion
    VK_FORMAT_R4G4_UNORM_PACK8
    // Provides a two-component, 8-bit packed unsigned normalized

* **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 component in bits 0..4.

- **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_R5G5B5A1_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_A1B5G5R5_UNORM_PACK16_KHR** specifies a four-component, 16-bit packed unsigned normalized format that has a 1-bit A component in bit 15, a 5-bit B component in bits 10..14, a 5-bit G component in bits 5..9, and a 5-bit R component in bits 0..4.

- **VK_FORMAT_A8_UNORM_KHR** specifies a one-component, 8-bit unsigned normalized format that has a single 8-bit A component.

- **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 stored with sRGB nonlinear encoding in byte 1.
- **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 R 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 B 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.
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.
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 4×4 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 4×4 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 4×4 rectangle of unsigned normalized RGB 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 4×4 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, 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 4×4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values.

- **VK_FORMAT_BC2_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 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 4×4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values.
- **VK_FORMAT_BC3_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 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 4×4 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 4×4 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 4×4 rectangle of unsigned normalized RG texel data with the first 64 bits encoding red values followed by 64 bits encoding green values.

- **VK_FORMAT_BC5_SNORM_BLOCK** specifies a two-component, block-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_BC6H_UFLOAT_BLOCK** specifies a three-component, block-compressed format where each 128-bit compressed texel block encodes a 4×4 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 4×4 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 4×4 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_SRGB_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_SNORM_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_R11G11_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_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.

- **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_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.
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.

- **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 texel data.

• **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.
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 \( |i_G \times 0.5| = i_R \) 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 \( |i_G \times 0.5| = i_R \) 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 
\texttt{vkGetImageSubresourceLayout}, using \texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G plane, and 
\texttt{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.

- \texttt{VK\_FORMAT\_G8\_B8\_R8\_3PLANE\_422\_UNORM} specifies an unsigned normalized \textit{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 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 \(l_C \times 0.5\) = \(i_B = i_R\). The location of each plane when this image is in linear layout can be 
determined via \texttt{vkGetImageSubresourceLayout}, using \texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G 
plane, \texttt{VK\_IMAGE\_ASPECT\_PLANE\_1\_BIT} for the B plane, and \texttt{VK\_IMAGE\_ASPECT\_PLANE\_2\_BIT} for the R 
plane. This format only supports images with a width that is a multiple of two.

- \texttt{VK\_FORMAT\_G8\_B8R8\_2PLANE\_422\_UNORM} specifies an unsigned normalized \textit{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 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 \(l_C \times 0.5\) = \(i_B = i_R\). The location of each plane when this image is in 
linear layout can be determined via \texttt{vkGetImageSubresourceLayout}, using 
\texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G plane, and \texttt{VK\_IMAGE\_ASPECT\_PLANE\_1\_BIT} for the BR plane. 
This format only supports images with a width that is a multiple of two.

- \texttt{VK\_FORMAT\_G8\_B8\_R8\_3PLANE\_444\_UNORM} specifies an unsigned normalized \textit{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 \texttt{vkGetImageSubresourceLayout}, using \texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G plane, 
\texttt{VK\_IMAGE\_ASPECT\_PLANE\_1\_BIT} for the B plane, and \texttt{VK\_IMAGE\_ASPECT\_PLANE\_2\_BIT} for the R plane.

- \texttt{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.

- \texttt{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.

- \texttt{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.

- \texttt{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_B10X6G10X6R10X6_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 multi-planar format that has a 10-bit G component in the top 10 bits of plane 0, a 10-bit B component in the top 10 bits of plane 1, and a 10-bit R component in the top 10 bits 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 \(|j_G \times 0.5| = j_B = j_R\). 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_G10X6_B10X6_R10X6_2PLANE_420_UNORM_3PACK16** specifies an unsigned normalized multi-planar format that has a 10-bit G component in the top 10 bits 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_B10X6R10X6_2PLANE_422_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, 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 *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, 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 $i_G \times 0.5 = i_{BR} = i_R$. 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 *multi-planar 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 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_R12X4G12X4R12X4G12X4_422_UNORM_4PACK16** specifies a four-component, 64-bit unsigned normalized format containing a pair of G components, an R component, and a B component, collectively encoding a $2 \times 1$ 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 12-bit G component for the even $i$ coordinate in the top 12 bits of the word in bytes 0..1, a 12-bit B 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 $2 \times 1$ compressed texel block.

• **VK_FORMAT_B12X4G12X4R12X4G12X4_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 $2 \times 1$ 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 12-bit B component in the top 12 bits of the word in bytes 0..1, a 12-bit G component for the even \( i \) coordinate in the top 12 bits of the word in bytes 2..3, a 12-bit R component in the top 12 bits of the word in bytes 4..5, and a 12-bit G component for the odd \( i \) coordinate 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_G12X4_B12X4_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 \( \lfloor G \times 0.5 \rfloor = i_B = i_R \) and \( \lfloor G \times 0.5 \rfloor = j_B = j_R \). 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_G12X4_B12X4R12X4_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 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 \( \lfloor G \times 0.5 \rfloor = i_B = i_R \). 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_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 \( \lfloor G \times 0.5 \rfloor = i_B = i_R \). 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, 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.
plane, and \texttt{VK\_IMAGE\_ASPECT\_PLANE\_1\_BIT} for the BR plane. This format only supports images with a width that is a multiple of two.

- \texttt{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 \texttt{vkGetImageSubresourceLayout}, using \texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G plane, \texttt{VK\_IMAGE\_ASPECT\_PLANE\_1\_BIT} for the B plane, and \texttt{VK\_IMAGE\_ASPECT\_PLANE\_2\_BIT} for the R plane.

- \texttt{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 $2 \times 1$ 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 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 $2 \times 1$ compressed texel block.

- \texttt{VK\_FORMAT\_G16\_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 $|i_G \times 0.5| = i_B = i_R$ 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 \texttt{vkGetImageSubresourceLayout}, using \texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G plane, \texttt{VK\_IMAGE\_ASPECT\_PLANE\_1\_BIT} for the B plane, and \texttt{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.

- \texttt{VK\_FORMAT\_B16G16R16\_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 $|i_G \times 0.5| = i_B = i_R$ 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 \texttt{vkGetImageSubresourceLayout}, using \texttt{VK\_IMAGE\_ASPECT\_PLANE\_0\_BIT} for the G plane, and \texttt{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 \(l_G \times 0.5 = i_B = i_R\). 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_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 \(l_G \times 0.5 = i_B = i_R\). 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_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.
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.

### 41.1.1. 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 53. 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>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM</code></td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w )</td>
<td>( h )</td>
</tr>
<tr>
<td>0</td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w/2 )</td>
<td>( h/2 )</td>
</tr>
<tr>
<td>2</td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w/2 )</td>
<td>( h/2 )</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8R8_2PLANE_420_UNORM</code></td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w )</td>
<td>( h )</td>
</tr>
<tr>
<td>1</td>
<td><code>VK_FORMAT_R8G8_UNORM</code></td>
<td>( w/2 )</td>
<td>( h )</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM</code></td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w )</td>
<td>( h )</td>
</tr>
<tr>
<td>0</td>
<td><code>VK_FORMAT_R8G8_UNORM</code></td>
<td>( w/2 )</td>
<td>( h )</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8R8_2PLANE_422_UNORM</code></td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w )</td>
<td>( h )</td>
</tr>
<tr>
<td>0</td>
<td><code>VK_FORMAT_R8G8_UNORM</code></td>
<td>( w/2 )</td>
<td>( h )</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM</code></td>
<td><code>VK_FORMAT_R8_UNORM</code></td>
<td>( w )</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>
<td>----------------------------</td>
<td>-------------------------------------------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R8_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R8_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16</strong></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_R10X6_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16</strong></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>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16</strong></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_R10X6_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16</strong></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>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16</strong></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_R10X6_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R12X4G12X4_UNORM_2PACK16</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
</tbody>
</table>

**VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16**
<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>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R12X4G12X4_UNORM_2PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G16_B16R16_2PLANE_420_UNORM</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R16G16_UNORM</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G16_B16R16_2PLANE_422_UNORM</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R16G16_UNORM</td>
<td>$w/2$</td>
<td>$h/2$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>2</td>
<td>VK_FORMAT_R16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G8_B8R8_2PLANE_444_UNORM</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R8_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R8G8_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td><strong>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16</strong></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><strong>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
</tbody>
</table>
41.1.2. 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`

41.1.3. 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_A1B5G5R5_UNORM_PACK16_KHR`
  - `VK_FORMAT_R10X6_UNORM_PACK16`
- VK_FORMAT_R10X6G10X6_UNORM_2PACK16
- VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16
- VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16
- VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16
- VK_FORMAT_G10X6_B10X6R10X6_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_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_B12X4R12X4_3PLANE_444_UNORM_3PACK16
- VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16
- VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16
- VK_FORMAT_A4R4G4B4_UNORM_PACK16
- VK_FORMAT_A4B4G4R4_UNORM_PACK16

- **Packed into 32-bit data types:**
  - 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
41.1.4. 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:

\[ VK\_FORMAT\_{\text{component-format}|\text{compression-scheme}}\_{\text{numeric-format}} \]

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 54. 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 [0,2&lt;sup&gt;n&lt;/sup&gt;-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 [-2&lt;sup&gt;n-1&lt;/sup&gt;,2&lt;sup&gt;n-1&lt;/sup&gt;-1]</td>
</tr>
<tr>
<td>UINT</td>
<td>OpTypeInt</td>
<td>unsigned integer</td>
<td>The components are unsigned integer values in the range [0,2&lt;sup&gt;n&lt;/sup&gt;-1]</td>
</tr>
<tr>
<td>SINT</td>
<td>OpTypeInt</td>
<td>signed integer</td>
<td>The components are signed integer values in the range [-2&lt;sup&gt;n-1&lt;/sup&gt;,2&lt;sup&gt;n-1&lt;/sup&gt;-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>

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 55. 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>
<tr>
<td>Compression scheme</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>ASTC</td>
<td>Adaptive Scalable Texture Compression (LDR Profile). See ASTC 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.

### 41.1.5. 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 56. Byte mappings for non-packed/compressed color formats**

<table>
<thead>
<tr>
<th></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>
</tr>
</thead>
<tbody>
<tr>
<td>R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_R8_ *</td>
</tr>
<tr>
<td>R</td>
<td>G</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_R8G8_ *</td>
</tr>
<tr>
<td>R</td>
<td>G</td>
<td>B</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_R8G8B8_ *</td>
</tr>
<tr>
<td>B</td>
<td>G</td>
<td>R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_B8G8R8_ *</td>
</tr>
<tr>
<td>R</td>
<td>G</td>
<td>B</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_R8G8B8A8_ *</td>
</tr>
<tr>
<td>B</td>
<td>G</td>
<td>R</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_B8G8R8A8_ *</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_A8_UNORM_KHR</td>
</tr>
<tr>
<td>G₀</td>
<td>B</td>
<td>G₁</td>
<td>R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VK_FORMAT_G8B8G8R8_422_UNORM</td>
</tr>
</tbody>
</table>

2409
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 57. Bit mappings for packed 8-bit formats**

<table>
<thead>
<tr>
<th>Bit</th>
<th>VK_FORMAT_R4G4_UNORM_PACK8</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>R</td>
</tr>
<tr>
<td>1</td>
<td>G</td>
</tr>
</tbody>
</table>

**Table 58. Bit mappings for packed 16-bit formats**

<table>
<thead>
<tr>
<th>Bit</th>
<th>VK_FORMAT_R4G4B4A4_UNORM_PACK16</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>R</td>
</tr>
<tr>
<td>1</td>
<td>G</td>
</tr>
<tr>
<td>2</td>
<td>B</td>
</tr>
<tr>
<td>3</td>
<td>A</td>
</tr>
<tr>
<td>Bit</td>
<td></td>
</tr>
<tr>
<td>-----</td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>30</td>
</tr>
</tbody>
</table>

**Table 59. Bit mappings for packed 32-bit formats**
41.1.6. 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).

41.1.7. Format Compatibility Classes

Uncompressed color formats are compatible with each other if they occupy the same number of bits per texel block as long as neither or both are alpha formats (e.g., VK_FORMAT_A8_UNORM_KHR). 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 60. 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_R4G4_UNORM_PACK8_KHR, 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_SRGBA</td>
</tr>
<tr>
<td>16-bit Block size 2 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_A1B5G5R5_UNORM_PACK16_KHR, 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_R8G8_UNORM, 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>8-bit alpha Block size 1 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_A8_UNORM_KHR</td>
</tr>
</tbody>
</table>

2413
<table>
<thead>
<tr>
<th>Class, Texel Block Size, Texel Block Extent, # Texels/Block</th>
<th>Formats</th>
</tr>
</thead>
<tbody>
<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_R8G8B8A8_UNORM, VK_FORMAT_R8G8B8A8_SNORM, VK_FORMAT_R8G8B8A8_USCALED, VK_FORMAT_R8G8B8A8_SSCALED, VK_FORMAT_R8G8B8A8_UINT, VK_FORMAT_R8G8B8A8_SINT, VK_FORMAT_R8G8B8A8_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_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_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_B10G11R10_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>
<tr>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>48-bit</strong>&lt;br&gt;Block size 6 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;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><strong>96-bit</strong>&lt;br&gt;Block size 12 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_R32G32B32_UINT, VK_FORMAT_R32G32B32_SINT, VK_FORMAT_R32G32B32_SFLOAT</td>
</tr>
<tr>
<td><strong>128-bit</strong>&lt;br&gt;Block size 16 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;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><strong>192-bit</strong>&lt;br&gt;Block size 24 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_R64G64B64_UINT, VK_FORMAT_R64G64B64_SINT, VK_FORMAT_R64G64B64_SFLOAT</td>
</tr>
<tr>
<td><strong>256-bit</strong>&lt;br&gt;Block size 32 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;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>&lt;br&gt;Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_BC3_UNORM_BLOCK, VK_FORMAT_BC3_SRGB_BLOCK</code></td>
</tr>
<tr>
<td><strong>BC4</strong>&lt;br&gt;Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_BC4_UNORM_BLOCK, VK_FORMAT_BC4_SNORM_BLOCK</code></td>
</tr>
<tr>
<td><strong>BC5</strong>&lt;br&gt;Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_BC5_UNORM_BLOCK, VK_FORMAT_BC5_SNORM_BLOCK</code></td>
</tr>
<tr>
<td><strong>BC6H</strong>&lt;br&gt;Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_BC6H_UFLOAT_BLOCK, VK_FORMAT_BC6H_SFLOAT_BLOCK</code></td>
</tr>
<tr>
<td><strong>BC7</strong>&lt;br&gt;Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_BC7_UNORM_BLOCK, VK_FORMAT_BC7_SRGB_BLOCK</code></td>
</tr>
<tr>
<td><strong>ETC2_RGB</strong>&lt;br&gt;Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK, VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK</code></td>
</tr>
<tr>
<td><strong>ETC2_RGBA</strong>&lt;br&gt;Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK, VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK</code></td>
</tr>
<tr>
<td><strong>ETC2_EAC_RGBA</strong>&lt;br&gt;Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK, VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK</code></td>
</tr>
<tr>
<td><strong>EAC_R</strong>&lt;br&gt;Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_EAC_R11_UNORM_BLOCK, VK_FORMAT_EAC_R11_SNORM_BLOCK</code></td>
</tr>
<tr>
<td><strong>EAC_RG</strong>&lt;br&gt;Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td><code>VK_FORMAT_EAC_R11G11_UNORM_BLOCK, VK_FORMAT_EAC_R11G11_SNORM_BLOCK</code></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 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM</td>
</tr>
<tr>
<td>64-bit R10G10B10A10 Block size 8 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16</td>
</tr>
<tr>
<td>64-bit G10B10G10R10 Block size 8 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16</td>
</tr>
<tr>
<td>64-bit B10G10R10G10 Block size 8 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16</td>
</tr>
<tr>
<td>10-bit 3-plane 420 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 2-plane 420 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 3-plane 422 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 2-plane 422 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 3-plane 444 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16</td>
</tr>
<tr>
<td>64-bit R12G12B12A12 Block size 8 byte 1x1x1 block extent 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* as long as neither or both are alpha formats (e.g., VK_FORMAT_A8_UNORM_KHR). 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
A/a = X/x

B/b = Y/y

C/c = 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.

41.2. 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`, and `bufferFeatures` are:

```c
// Provided by VK_VERSION_1_0
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,
} // Provided by VK_VERSION_1_1
    VK_FORMAT_FEATURE_TRANSFER_SRC_BIT = 0x00004000,
} // Provided by VK_VERSION_1_1
```
VK_FORMAT_FEATURE_TRANSFER_DST_BIT = 0x00008000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT = 0x00020000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT = 0x00040000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT = 0x00080000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT = 0x00100000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT = 0x00200000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_DISJOINT_BIT = 0x00400000,
   // Provided by VK_VERSION_1_1
VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT = 0x00800000,
   // Provided by VK_VERSION_1_2
VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT = 0x00010000,
   // Provided by VK_KHR_video_decode_queue
VK_FORMAT_FEATURE_VIDEO_DECODE_OUTPUT_BIT_KHR = 0x02000000,
   // Provided by VK_KHR_video_decode_queue
VK_FORMAT_FEATURE_VIDEO_DECODE_DPB_BIT_KHR = 0x04000000,
   // Provided by VK_KHR_acceleration_structure
VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR = 0x20000000,
   // Provided by VK_KHR_fragment_shading_rate
VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x40000000,
   // Provided by VK_KHR_video_encode_queue
VK_FORMAT_FEATURE_VIDEO_ENCODE_INPUT_BIT_KHR = 0x08000000,
   // Provided by VK_KHR_video_encode_queue
VK_FORMAT_FEATURE_VIDEO_ENCODE_DPB_BIT_KHR = 0x10000000,
   // Provided by VK_KHR_maintenance1
VK_FORMAT_FEATURE_TRANSFER_SRC_BIT_KHR = VK_FORMAT_FEATURE_TRANSFER_SRC_BIT,
   // Provided by VK_KHR_maintenance1
VK_FORMAT_FEATURE_TRANSFER_DST_BIT_KHR = VK_FORMAT_FEATURE_TRANSFER_DST_BIT,
   // Provided by VK_KHR_maintenance1
VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT_KHR = VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT,
   // Provided by VK_KHR_sampler_ycbcr_conversion
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT_KHR = VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT,
   // Provided by VK_KHR_sampler_ycbcr_conversion
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT_KHR = VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT,  
   // Provided by VK_KHR_sampler_ycbcr_conversion
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT_KHR = VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT,
// Provided by VK_KHR_sampler_ycbcr_conversion

VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT_KHR = VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT,
// Provided by VK_KHR_sampler_ycbcr_conversion

VK_FORMAT_FEATURE_DISJOINT_BIT_KHR = VK_FORMAT_FEATURE_DISJOINT_BIT,
// Provided by VK_KHR_sampler_ycbcr_conversion

VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT_KHR = VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT,
}

VkFormatFeatureFlagBits;

These values all have the same meaning as the equivalently named values for VkFormatFeatureFlags2 and may be set in linearTilingFeatures and optimalTilingFeatures, specifying that the features are supported by images or image views or sampler Y’C₉C₈ 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 vkCmdBlitImage2 and vkCmdBlitImage commands.
- **VK_FORMAT_FEATURE_BLIT_DST_BIT** specifies that an image can be used as dstImage for the vkCmdBlitImage2 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 vkCmdBlitImage2 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_MIDPOINT_CHROMA_SAMPLES_BIT** specifies that an application can define a sampler Y'CbCr conversion using this format as a source, and that an image of this format can be used with a **VkSamplerYcbcrConversionCreateInfo** `xChromaOffset` and/or `yChromaOffset` of **VK_CHROMA_LOCATION_MIDPOINT**. Otherwise both `xChromaOffset` and `yChromaOffset` 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'CbCr 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'CbCr conversion using this format as a source, and that an image of this format can be used with a **VkSamplerYcbcrConversionCreateInfo** `xChromaOffset` and/or `yChromaOffset` of **VK_CHROMA_LOCATION_COSITED_EVEN**. Otherwise both `xChromaOffset` and `yChromaOffset` 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'CbCr 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'CbCr 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.

- **VK_FORMAT_FEATURE_VIDEO_DECODE_OUTPUT_BIT_KHR** specifies that an image view with this format can be used as a decode output picture in video decode operations.

- **VK_FORMAT_FEATURE_VIDEO_DECODE_DPB_BIT_KHR** specifies that an image view with this format can be used as an output reconstructed picture or an input reference picture in video decode operations.

- **VK_FORMAT_FEATURE_VIDEO_ENCODE_INPUT_BIT_KHR** specifies that an image view with this format can be used as an encode input picture in video encode operations.

- **VK_FORMAT_FEATURE_VIDEO_ENCODE_DPB_BIT_KHR** specifies that an image view with this format can be used as an output reconstructed picture or an input reference picture in video encode operations.

Note

Specific video profiles may have additional restrictions on the format and other image creation parameters corresponding to image views used by video coding operations that can be enumerated using the vkGetPhysicalDeviceVideoFormatPropertiesKHR command.

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).

- **VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR** specifies that the format can be used as the vertex format when creating an acceleration structure (VkAccelerationStructureGeometryTrianglesDataKHR::vertexFormat). This format can also be used as the vertex format in host memory when doing host acceleration structure builds.

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.

// 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:

// Provided by VK_VERSION_1.1
void vkGetPhysicalDeviceFormatProperties2(
    VkPhysicalDevice physicalDevice,
    VkFormat format,
    VkFormatProperties2* pFormatProperties);

or the equivalent command

// Provided by VK_KHR_get_physical_device_properties2
void vkGetPhysicalDeviceFormatProperties2KHR(
    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.

Valid Usage (Implicit)

• VUID-vkGetPhysicalDeviceFormatProperties2-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle
• VUID-vkGetPhysicalDeviceFormatProperties2-format-parameter
  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;
```

or the equivalent

```c
// Provided by VK_KHR_get_physical_device_properties2
typedef VkFormatProperties2 VkFormatProperties2KHR;
```

- `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 `pNext` must be `NULL` or a pointer to a valid instance of `VkFormatProperties3`
- VUID-VkFormatProperties2-sType-unique The `sType` value of each struct in the `pNext` chain must be unique

To query supported format extended features which are properties of the physical device, add `VkFormatProperties3` structure to the `pNext` chain of `VkFormatProperties2`.

The `VkFormatProperties3` structure is defined as:

```c
// Provided by VK_VERSION_1_3
typedef struct VkFormatProperties3 {
    VkStructureType sType;
    void* pNext;
    VkFormatFeatureFlags2 linearTilingFeatures;
    VkFormatFeatureFlags2 optimalTilingFeatures;
    VkFormatFeatureFlags2 bufferFeatures;
} VkFormatProperties3;
```

or the equivalent
typedef VkFormatProperties3 VkFormatProperties3KHR;

- **linearTilingFeatures** is a bitmask of VkFormatFeatureFlagBits2 specifying features supported by images created with a tiling parameter of VK_IMAGE_TILING_LINEAR.

- **optimalTilingFeatures** is a bitmask of VkFormatFeatureFlagBits2 specifying features supported by images created with a tiling parameter of VK_IMAGE_TILING_OPTIMAL.

- **bufferFeatures** is a bitmask of VkFormatFeatureFlagBits2 specifying features supported by buffers.

The bits reported in **linearTilingFeatures**, **optimalTilingFeatures** and **bufferFeatures** must include the bits reported in the corresponding fields of VkFormatProperties2::formatProperties.

### Valid Usage (Implicit)

- VUID-VkFormatProperties3-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_3

Bits which **can** be set in the VkFormatProperties3 features **linearTilingFeatures**, **optimalTilingFeatures**, and **bufferFeatures** are:

```
// Provided by VK_VERSION_1_3
// Flag bits for VkFormatFeatureFlagBits2
typedef VkFlags64 VkFormatFeatureFlagBits2;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_BIT = 0x00000001ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_BIT_KHR = 0x00000001ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_STORAGE_IMAGE_BIT = 0x00000002ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_STORAGE_IMAGE_BIT_KHR = 0x00000002ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_STORAGE_IMAGE_ATOMIC_BIT = 0x00000004ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_STORAGE_IMAGE_ATOMIC_BIT_KHR = 0x00000004ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_UNIFORM_TEXEL_BUFFER_BIT = 0x00000008ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_UNIFORM_TEXEL_BUFFER_BIT_KHR = 0x00000008ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_STORAGE_TEXEL_BUFFER_ATOMIC_BIT = 0x00000020ULL;
```
static const VkFormatFeatureFlagBits2
VK_FORMAT_FEATURE_2_STORAGE_TEXEL_BUFFER_ATOMIC_BIT_KHR = 0x00000020ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_VERTEX_BUFFER_BIT =
0x00000040ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_VERTEX_BUFFER_BIT_KHR =
0x00000040ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_COLOR_ATTACHMENT_BIT =
0x00000080ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_COLOR_ATTACHMENT_BIT_KHR =
0x00000080ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_COLOR_ATTACHMENT_BLEND_BIT =
0x00000100ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_COLOR_ATTACHMENT_BLEND_BIT_KHR =
0x00000100ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_DEPTH_STENCIL_ATTACHMENT_BIT =
0x00000200ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_DEPTH_STENCIL_ATTACHMENT_BIT_KHR =
0x00000200ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_BLIT_SRC_BIT =
0x00000400ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_BLIT_SRC_BIT_KHR =
0x00000400ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_BLIT_DST_BIT =
0x00000800ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_BLIT_DST_BIT_KHR =
0x00000800ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_LINEAR_BIT =
0x00001000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_LINEAR_BIT_KHR =
0x00001000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_CUBIC_BIT =
0x00002000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT =
0x00002000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_TRANSFER_SRC_BIT =
0x00004000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_TRANSFER_SRC_BIT_KHR =
0x00004000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_TRANSFER_DST_BIT =
0x00008000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_TRANSFER_DST_BIT_KHR =
0x00008000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_MINMAX_BIT =
0x00010000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_MINMAX_BIT_KHR =
0x00010000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT =
0x00020000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT_KHR =
0x00020000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_MINMAX_BIT =
0x00010000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_MINMAX_BIT_KHR =
0x00010000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT =
0x00020000ULL;
static const VkFormatFeatureFlagBits2 VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT_KHR =
0x00020000ULL;
The following bits may be set in linearTilingFeatures and optimalTilingFeatures, specifying that the features are supported by images or image views or sampler Y'CbCr conversion objects created with the queried vkGetPhysicalDeviceFormatProperties2::format:

- VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_BIT specifies that an image view can be sampled from.
- VK_FORMAT_FEATURE_2_STORAGE_IMAGE_BIT specifies that an image view can be used as a storage image.
- VK_FORMAT_FEATURE_2_STORAGE_IMAGE_ATOMIC_BIT specifies that an image view can be used as storage image that supports atomic operations.
- VK_FORMAT_FEATURE_2_COLOR_ATTACHMENT_BIT specifies that an image view can be used as a framebuffer color attachment and as an input attachment.
- VK_FORMAT_FEATURE_2_COLOR_ATTACHMENT_BLEND_BIT specifies that an image view can be used as a framebuffer color attachment that supports blending.
- VK_FORMAT_FEATURE_2_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_2_BLIT_SRC_BIT specifies that an image can be used as the srcImage for vkCmdBlitImage2 and vkCmdBlitImage.
- VK_FORMAT_FEATURE_2_BLIT_DST_BIT specifies that an image can be used as the dstImage for vkCmdBlitImage2 and vkCmdBlitImage.
- VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_FILTER_LINEAR_BIT specifies that if VK_FORMAT_FEATURE_2_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_2_BLIT_SRC_BIT` is also set, an image can be used as the `srcImage` for `vkCmdBlitImage2` and `vkCmdBlitImage` with a filter of `VK_FILTER_LINEAR`. This bit **must** only be exposed for formats that also support the `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_BIT` or `VK_FORMAT_FEATURE_2_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. 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_2_TRANSFER_SRC_BIT` specifies that an image **can** be used as a source image for copy commands.
- `VK_FORMAT_FEATURE_2_TRANSFER_DST_BIT` specifies that an image **can** be used as a destination image for copy commands and clear commands.
- `VK_FORMAT_FEATURE_2_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_2_SAMPLED_IMAGE_BIT`.
- `VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT` specifies that an application **can** define a sampler Y′C_B_C_R conversion using this format as a source, and that an image of this format **can** be used with a `VkSamplerYcbcrConversionCreateInfo` `xChromaOffset` and/or `yChromaOffset` of `VK_CHROMA_LOCATION_MIDPOINT`. Otherwise both `xChromaOffset` and `yChromaOffset` **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_B_C_R conversion for this format, the implementation **must** set `VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT`.
- `VK_FORMAT_FEATURE_2_COSITED_CHROMA_SAMPLES_BIT` specifies that an application **can** define a sampler Y′C_B_C_R conversion using this format as a source, and that an image of this format **can** be used with a `VkSamplerYcbcrConversionCreateInfo` `xChromaOffset` and/or `yChromaOffset` of `VK_CHROMA_LOCATION_COSITED_EVEN`. Otherwise both `xChromaOffset` and `yChromaOffset` **must** be `VK_CHROMA_LOCATION_MIDPOINT`. If neither `VK_FORMAT_FEATURE_2_COSITED_CHROMA_SAMPLES_BIT` nor `VK_FORMAT_FEATURE_2_MIDPOINT_CHROMA_SAMPLES_BIT` is set, the application **must** not define a sampler Y′C_B_C_R conversion using this format as a source.
- `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT` specifies that an application **can** define a sampler Y′C_B_C_R conversion using this format as a source with `chromaFilter` set to `VK_FILTER_LINEAR`.
- `VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT` specifies that the format can have different chroma, min, and mag filters.
- `VK_FORMAT_FEATURE_2_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_2_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_2_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT it must also support VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT.

- **VK_FORMAT_FEATURE_2_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_2_DISJOINT_BIT for single-plane formats.

- **VK_FORMAT_FEATURE_2_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.

- **VK_FORMAT_FEATURE_2_VIDEO_DECODE_OUTPUT_BIT_KHR** specifies that an image view with this format can be used as a decode output picture in video decode operations.

- **VK_FORMAT_FEATURE_2_VIDEO_DECODER_OUTPUT_BIT_KHR** specifies that an image view with this format can be used as an output reconstructed picture or an input reference picture in video decode operations.

- **VK_FORMAT_FEATURE_2_VIDEO_ENCODE_INPUT_BIT_KHR** specifies that an image view with this format can be used as an encode input picture in video encode operations.

- **VK_FORMAT_FEATURE_2_VIDEO_ENCODE_DPB_BIT_KHR** specifies that an image view with this format can be used as an output reconstructed picture or an input reference picture in video encode operations.

- **VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT** specifies that image views or buffer views created with this format can be used as storage images or storage texel buffers respectively for read operations without specifying a format.

- **VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT** specifies that image views or buffer views created with this format can be used as storage images or storage texel buffers respectively for write operations without specifying a format.

- **VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT** specifies that image views created with this format can be used for depth comparison performed by OpImage*Dref* instructions.

- **VK_FORMAT_FEATURE_2_HOST_IMAGE_TRANSFER_BIT_EXT** specifies that an image can be created with VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT.

The following bits may be set in bufferFeatures, specifying that the features are supported by buffers or buffer views created with the queried vkGetPhysicalDeviceFormatProperties2::format:

- **VK_FORMAT_FEATURE_2_UNIFORM_TEXEL_BUFFER_BIT** specifies that the format can be used to create a

Note
Specific video profiles may have additional restrictions on the format and other image creation parameters corresponding to image views used by video coding operations that can be enumerated using the vkGetPhysicalDeviceVideoFormatPropertiesKHR command.
buffer view that can be bound to a VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER descriptor.

- VK_FORMAT_FEATURE_2_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_2_STORAGE_TEXEL_BUFFER_ATOMIC_BIT specifies that atomic operations are supported on VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER with this format.
- VK_FORMAT_FEATURE_2_VERTEX_BUFFER_BIT specifies that the format can be used as a vertex attribute format (VkVertexInputAttributeDescription::format).
- VK_FORMAT_FEATURE_2_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR specifies that the format can be used as the vertex format when creating an acceleration structure (VkAccelerationStructureGeometryTrianglesDataKHR::vertexFormat). This format can also be used as the vertex format in host memory when doing host acceleration structure builds.
- VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT specifies that buffer views created with this format can be used as storage texel buffers for read operations without specifying a format.
- VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT specifies that buffer views created with this format can be used as storage texel buffers for write operations without specifying a format.

```
// Provided by VK_VERSION_1_3
typedef VkFlags64 VkFormatFeatureFlags2;
```
or the equivalent

```
// Provided by VK_KHR_format_feature_flags2
typedef VkFormatFeatureFlags2 VkFormatFeatureFlags2KHR;
```

VkFormatFeatureFlags2 is a bitmask type for setting a mask of zero or more VkFormatFeatureFlagBits2.

### 41.2.1. 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 and VkFormatFeatureFlagBits2, supported when the VkImageTiling is VK_IMAGE_TILING_OPTIMAL or VK_IMAGE_TILING_LINEAR

### 41.3. 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 61. Key for format feature tables**

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✓</td>
<td>This feature must be supported on the named format</td>
</tr>
<tr>
<td>†</td>
<td>This feature must be supported on at least some of the named formats, with more information in the table where the symbol appears</td>
</tr>
<tr>
<td>‡</td>
<td>This feature must be supported with some caveats or preconditions, with more information in the table where the symbol appears</td>
</tr>
<tr>
<td>§</td>
<td>This feature must be supported with some caveats or preconditions, with more information in the table where the symbol appears</td>
</tr>
</tbody>
</table>

**Table 62. Feature bits in `optimalTilingFeatures`**

<table>
<thead>
<tr>
<th>Feature Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_FORMAT_FEATURE_TRANSFER_SRC_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_TRANSFER_DST_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_BLIT_SRC_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_BLIT_DST_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT</code></td>
<td></td>
</tr>
</tbody>
</table>

**Table 63. Feature bits in `bufferFeatures`**

<table>
<thead>
<tr>
<th>Feature Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</code></td>
<td></td>
</tr>
<tr>
<td><code>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</code></td>
<td></td>
</tr>
</tbody>
</table>
VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT
### Table 64. Mandatory format support: sub-byte 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>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_UNDEFINED</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R4G4_UNORM_PACK8</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R4G4B4A4_UNORM_PACK16</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B4G4R4A4_UNORM_PACK16</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R5G6B5_UNORM_PACK16</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B5G6R5_A1_UNORM_PACK16</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_A1B5G5R5_A1_UNORM_PACK16</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_A1B5G5R5_A1_UNORM_PACK16_KHR</td>
<td>√</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_A4R4G4B4_UNORM_PACK16</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_A4B4G4R4_A1_UNORM_PACK16</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Format features marked † **must** be supported for optimalTilingFeatures if the VkPhysicalDevice supports the VkPhysicalDevice4444 FormatsFeaturesEXT::formatA4R4G4B4 feature.

Format features marked ‡ **must** be supported for optimalTilingFeatures if the VkPhysicalDevice supports the VkPhysicalDevice4444 FormatsFeaturesEXT::formatA4B4G4R4 feature.
Table 65. Mandatory format support: 1-3 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>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_R8_UNORM</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8_SNORM</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8_USCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8_SSCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8_UINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8_SINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8_SRGB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_UNORM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_SNORM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_USCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_SSCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_UINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_SINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8_SRGB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_UNORM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_SNORM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_USCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_SSCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_UINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_SINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8_SRGB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B8G8R8_UNORM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Format</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------------------------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B8G8R8_USCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B8G8R8_SSCALED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B8G8R8_UINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B8G8R8_SINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_B8G8R8_SRGB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_A8_UNORM_KHR</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Format features marked with ‡ must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the shaderStorageImageExtendedFormats feature.
Table 66. Mandatory format support: 4 byte-sized components

<table>
<thead>
<tr>
<th>Format</th>
<th>VK_FORMAT_R8G8B8A8_UNORM</th>
<th>VK_FORMAT_R8G8B8A8_SNORM</th>
<th>VK_FORMAT_R8G8B8A8_USCALED</th>
<th>VK_FORMAT_R8G8B8A8_SSCALED</th>
<th>VK_FORMAT_R8G8B8A8_UINT</th>
<th>VK_FORMAT_R8G8B8A8_SINT</th>
<th>VK_FORMAT_R8G8B8A8_SRGB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Format</td>
<td>VK_FORMAT_B8G8R8A8_UNORM</td>
<td>VK_FORMAT_B8G8R8A8_SNORM</td>
<td>VK_FORMAT_B8G8R8A8_USCALED</td>
<td>VK_FORMAT_B8G8R8A8_SSCALED</td>
<td>VK_FORMAT_B8G8R8A8_UINT</td>
<td>VK_FORMAT_B8G8R8A8_SINT</td>
<td>VK_FORMAT_B8G8R8A8_SRGB</td>
</tr>
<tr>
<td></td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Format</td>
<td>VK_FORMAT_A8B8G8R8_UNORM_PACK32</td>
<td>VK_FORMAT_A8B8G8R8_SNORM_PACK32</td>
<td>VK_FORMAT_A8B8G8R8_USCALED_PACK32</td>
<td>VK_FORMAT_A8B8G8R8_SSCALED_PACK32</td>
<td>VK_FORMAT_A8B8G8R8_UINT_PACK32</td>
<td>VK_FORMAT_A8B8G8R8_SINT_PACK32</td>
<td>VK_FORMAT_A8B8G8R8_SRGB_PACK32</td>
</tr>
<tr>
<td></td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
### Table 67. Mandatory format support: 10- and 12-bit components

<table>
<thead>
<tr>
<th>Format Features</th>
<th>VK_FORMAT_A2R10G10B10_UNORM_PACK32</th>
<th>VK_FORMAT_A2R10G10B10_SNORM_PACK32</th>
<th>VK_FORMAT_A2R10G10B10_USCALED_PACK32</th>
<th>VK_FORMAT_A2R10G10B10_SSCALED_PACK32</th>
<th>VK_FORMAT_A2R10G10B10_UINT_PACK32</th>
<th>VK_FORMAT_A2R10G10B10_SINT_PACK32</th>
<th>VK_FORMAT_A2B10G10R10_UNORM_PACK32</th>
<th>VK_FORMAT_A2B10G10R10_SNORM_PACK32</th>
<th>VK_FORMAT_A2B10G10R10_USCALED_PACK32</th>
<th>VK_FORMAT_A2B10G10R10_SSCALED_PACK32</th>
<th>VK_FORMAT_A2B10G10R10_UINT_PACK32</th>
<th>VK_FORMAT_A2B10G10R10_SINT_PACK32</th>
<th>VK_FORMAT_R10X6_UNORM_PACK16</th>
<th>VK_FORMAT_R10X6G10X6_UNORM_2PACK16</th>
<th>VK_FORMAT_R12X4_UNORM_PACK16</th>
<th>VK_FORMAT_R12X4G12X4_UNORM_2PACK16</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_DST_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_SRC_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
<td>§</td>
<td></td>
<td>§</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| Format features marked with ‡ must be supported for optimal Tiling Features if the VkPhysicalDevice supports the shaderStorageImageExtendedFormats feature.
Table 68. Mandatory format support: 16-bit components

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>‡</td>
<td></td>
<td>‡</td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>‡</td>
<td>‡</td>
<td>‡</td>
<td>‡</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- ‡: Indicates the format is mandatory for storage texel buffer atomic bits.
- ✓: Indicates the format is mandatory for storage texel buffer bits.
- •: Indicates the format is mandatory for uniform texel buffer bits.
- ❧: Indicates the format is mandatory for vertex buffer bits.
- ❧: Indicates the format is mandatory for depth stencil attachment bits.
- ❧: Indicates the format is mandatory for color attachment blend bits.
- ❧: Indicates the format is mandatory for blit dst bit.
- ❧: Indicates the format is mandatory for color attachment bit.
- ❧: Indicates the format is mandatory for storage image atomic bit.
- ❧: Indicates the format is mandatory for storage image bit.
- ❧: Indicates the format is mandatory for sampled image filter linear bit.
- ❧: Indicates the format is mandatory for blit src bit.
- ❧: Indicates the format is mandatory for sampled image bit.
| VK_FORMAT_R16G16B16A16_USCALED |      |      |      |      |      |
| VK_FORMAT_R16G16B16A16_SSCALED |      |      |      |      |      |
| VK_FORMAT_R16G16B16A16_UINT     |      |      |      |      |      |
| VK_FORMAT_R16G16B16A16_SINT     |      |      |      |      |      |
| VK_FORMAT_R16G16B16A16_SFLOAT   |      |      |      |      |      |

Format features marked with ‡ **must** be supported for `optimalTilingFeatures` if the `VkPhysicalDevice` supports the `shaderStorageImageExtendedFormats` feature.
Table 69. Mandatory format support: 32-bit components

<table>
<thead>
<tr>
<th>Format</th>
<th>24</th>
<th>48</th>
<th>72</th>
<th>96</th>
<th>120</th>
<th>144</th>
<th>168</th>
<th>192</th>
<th>216</th>
<th>240</th>
<th>264</th>
<th>288</th>
<th>312</th>
<th>336</th>
<th>360</th>
<th>384</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_R32_UINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32_SINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32_SFLOAT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32_UINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32_SINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32_SFLOAT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32B32_UINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32B32_SINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32B32_SFLOAT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32B32A32_UINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32B32A32_SINT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
<tr>
<td>VK_FORMAT_R32G32B32A32_SFLOAT</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
<td>✔</td>
</tr>
</tbody>
</table>
Table 70. Mandatory format support: 64-bit/uneven components

<table>
<thead>
<tr>
<th>Format</th>
<th>VK_FORMAT_R64_UINT</th>
<th>VK_FORMAT_R64_SINT</th>
<th>VK_FORMAT_R64_SFLOAT</th>
<th>VK_FORMAT_R64G64_UINT</th>
<th>VK_FORMAT_R64G64_SINT</th>
<th>VK_FORMAT_R64G64_SFLOAT</th>
<th>VK_FORMAT_R64G64B64_UINT</th>
<th>VK_FORMAT_R64G64B64_SINT</th>
<th>VK_FORMAT_R64G64B64_SFLOAT</th>
<th>VK_FORMAT_R64G64B64A64_UINT</th>
<th>VK_FORMAT_R64G64B64A64_SINT</th>
<th>VK_FORMAT_R64G64B64A64_SFLOAT</th>
<th>VK_FORMAT_B10G11R11_UFLOAT_PACK32</th>
<th>VK_FORMAT_E5B9G9R9_UFLOAT_PACK32</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_DST_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_FEATURE_FEATURE_FEATURE_FEATURE_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_DST_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
<td>§</td>
</tr>
</tbody>
</table>

Format features marked with ‡ must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the shaderStorageImageExtendedFormats feature.
Table 71. Mandatory format support: depth/stencil with 

<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>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_D16_UNORM</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_X8_D24_UNORM_PACK32</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_D32_SFLOAT</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_S8_UINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_D16_UNORM_S8_UINT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_D24_UNORM_S8_UINT</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_FORMAT_D32_SFLOAT_S8_UINT</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**bufferFeatures** must not support any features for these formats.

Feature **must** be supported for at least one of

- VK_FORMAT_X8_D24_UNORM_PACK32
- VK_FORMAT_D32_SFLOAT

and **must** be supported for at least one of

- VK_FORMAT_D24_UNORM_S8_UINT
- VK_FORMAT_D32_SFLOAT_S8_UINT

Note: "✓" indicates mandatory support, and "†" indicates optional support.
### Table 72. Mandatory format support: BC compressed formats with `VkImageType VK_IMAGE_TYPE_2D` and `VK_IMAGE_TYPE_3D`

<table>
<thead>
<tr>
<th>Feature</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT</td>
<td>VK_FORMAT_BC1_RGB_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</td>
<td>VK_FORMAT_BC1_RGB_SRGB_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</td>
<td>VK_FORMAT_BC1_RGBA_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</td>
<td>VK_FORMAT_BC1_RGBA_SRGB_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
<td>VK_FORMAT_BC2_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</td>
<td>VK_FORMAT_BC2_SRGB_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_DST_BIT</td>
<td>VK_FORMAT_BC3_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</td>
<td>VK_FORMAT_BC3_SRGB_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_Sampled_IMAGE_FILTER_LINEAR_BIT</td>
<td>VK_FORMAT_BC4_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_SRC_BIT</td>
<td>VK_FORMAT_BC4_SNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_Sampled_IMAGE_ATOMIC_BIT</td>
<td>VK_FORMAT_BC5_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_Sampled_IMAGE_BIT</td>
<td>VK_FORMAT_BC5_SNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_DST_BIT</td>
<td>VK_FORMAT_BC6H_UFLOAT_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_SRC_BIT</td>
<td>VK_FORMAT_BC6H_SFLOAT_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_Sampled_IMAGE_ATOMIC_BIT</td>
<td>VK_FORMAT_BC7_UNORM_BLOCK</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_Sampled_IMAGE_BIT</td>
<td>VK_FORMAT_BC7_SRGB_BLOCK</td>
</tr>
</tbody>
</table>

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: ETC2 and EAC compressed formats with `VkImageType VK_IMAGE_TYPE_2D`, or Mandatory format support: ASTC LDR compressed formats with `VkImageType VK_IMAGE_TYPE_2D`. 

---

2451
Table 73. Mandatory format support: ETC2 and EAC compressed formats with \texttt{VkImageType VK\_IMAGE\_TYPE\_2D}

<table>
<thead>
<tr>
<th>Format</th>
<th>Feature 1</th>
<th>Feature 2</th>
<th>Feature 3</th>
<th>Feature 4</th>
<th>Feature 5</th>
<th>Feature 6</th>
<th>Feature 7</th>
<th>Feature 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_EAC_R11_UNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_EAC_R11_SNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_EAC_R11G11_UNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>\texttt{VK_FORMAT_EAC_R11G11_SNORM_BLOCK}</td>
<td>†</td>
<td>†</td>
<td>†</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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: BC compressed formats with \texttt{VkImageType VK\_IMAGE\_TYPE\_2D and VK\_IMAGE\_TYPE\_3D}, or Mandatory format support: ASTC LDR compressed formats with \texttt{VkImageType VK\_IMAGE\_TYPE\_2D}.  

2452
| Format                                      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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            | † | † | † |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
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`.

To be used with `VkImageView` with `subresourceRange.aspectMask` equal to `VK_IMAGE_ASPECT_COLOR_BIT`, sampler Y’C_bC_r conversion must be enabled for the following formats:

**Table 75. Formats requiring sampler Y’C_bC_r conversion for VK_IMAGE_ASPECT_COLOR_BIT image views**

<table>
<thead>
<tr>
<th>Format</th>
<th>Planes</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_FORMAT_G8B8G8R8_422_UNORM</code></td>
<td>1</td>
</tr>
<tr>
<td><code>VK_FORMAT_B8G8R8G8_422_UNORM</code></td>
<td>1</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM</code></td>
<td>3</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8R8_2PLANE_420_UNORM</code></td>
<td>2</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM</code></td>
<td>3</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8R8_2PLANE_422_UNORM</code></td>
<td>2</td>
</tr>
<tr>
<td><code>VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM</code></td>
<td>3</td>
</tr>
<tr>
<td><code>VK_FORMAT_R10X6G10X6B10X6A10X6_4PACK16</code></td>
<td>1</td>
</tr>
<tr>
<td><code>VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16</code></td>
<td>1</td>
</tr>
<tr>
<td><code>VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16</code></td>
<td>1</td>
</tr>
<tr>
<td>Format</td>
<td>Value</td>
</tr>
<tr>
<td>-------------------------------------------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16</td>
<td>3</td>
</tr>
<tr>
<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>
<tr>
<td>VK_FORMAT_G16B16G16R16_422_UNORM</td>
<td>1</td>
</tr>
<tr>
<td>VK_FORMAT_B16G16R16G16_422_UNORM</td>
<td>1</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16R16_2PLANE_420_UNORM</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16R16_2PLANE_422_UNORM</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_G8_B8R8_2PLANE_444_UNORM</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16R16_2PLANE_444_UNORM</td>
<td>2</td>
</tr>
</tbody>
</table>

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 YC6C6 conversion. To determine whether the implementation supports sparse image creation flags with these formats use vkGetPhysicalDeviceImageFormatProperties or vkGetPhysicalDeviceImageFormatProperties2.

**VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR** must be supported in bufferFeatures for the following formats if the accelerationStructure feature is supported:

- **VK_FORMAT_R32G32_SFLOAT**
- **VK_FORMAT_R32G32B32_SFLOAT**
VK_FORMAT_R16G16_SFLOAT
VK_FORMAT_R16G16B16A16_SFLOAT
VK_FORMAT_R16G16_SNORM
VK_FORMAT_R16G16B16A16_SNORM

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

If VK_EXT_host_image_copy is supported and VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT is supported in optimalTilingFeatures or linearTilingFeatures for a color format, VK_FORMAT_FEATURE_2_HOST_IMAGE_TRANSFER_BIT_EXT must also be supported in optimalTilingFeatures or linearTilingFeatures respectively.

41.3.1. 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_UNORM
• VK_FORMAT_R8_UNORM
• 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_R8G8_UINT
• VK_FORMAT_R16_UINT
• VK_FORMAT_R8_UINT
• VK_FORMAT_A8_UNORM_KHR

Note
This list of formats is the union of required storage formats from Required Format Support section and formats listed in shaderStorageImageExtendedFormats.

An implementation that supports VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT for any format from the given list of formats and supports shaderStorageImageReadWithoutFormat must support VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT for that same format if Vulkan 1.3 or the VK_KHR_format_feature_flags2 extension is supported.

An implementation that supports VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT for any format from the given list of formats and supports shaderStorageImageWriteWithoutFormat must support VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT for that same format if Vulkan 1.3 or the VK_KHR_format_feature_flags2 extension is supported.

An implementation that does not support either of VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT or VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT for a format must not report support for VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT or VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT for that format.
if it is not listed in the SPIR-V and Vulkan Image Format Compatibility table.

Note
Some older implementations do not follow this restriction. They report support for formats as storage images even though they do not support access without the Format qualifier and there is no matching Format token. Such images cannot be either read from or written to.

Drivers which pass Vulkan conformance test suite version 1.3.9.0, or any subsequent version will conform to the requirement above.

41.3.2. Depth Comparison Format Support

If Vulkan 1.3 or the VK_KHR_format_feature_flags2 extension is supported, a depth/stencil format with a depth component supporting VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT must support VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT.

41.3.3. 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 76. 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>VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT</td>
<td>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</td>
</tr>
<tr>
<td>VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT</td>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</td>
</tr>
<tr>
<td>VK_BUFFER_USAGE_VERTEX_BUFFER_BIT</td>
<td>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</td>
</tr>
</tbody>
</table>

Table 77. 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>VK_IMAGE_USAGE_SAMPLED_BIT</td>
<td>VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_STORAGE_BIT</td>
<td>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT</td>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
<td>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT</td>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT or VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR</td>
<td>VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR</td>
<td>VK_FORMAT_FEATURE_VIDEO_DECODER_OUTPUT_BIT_KHR</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR</td>
<td>VK_FORMAT_FEATURE_VIDEO_DECODER_DPB_BIT_KHR</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR</td>
<td>VK_FORMAT_FEATURE_VIDEO_ENCODER_OUTPUT_BIT_KHR</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR</td>
<td>VK_FORMAT_FEATURE_VIDEO_ENCODER_DPB_BIT_KHR</td>
</tr>
<tr>
<td>VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR</td>
<td>VK_FORMAT_FEATURE_VIDEO_ENCODER_INPUT_BIT_KHR</td>
</tr>
</tbody>
</table>

2458
<table>
<thead>
<tr>
<th>Image usage flag</th>
<th>Required format feature flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_IMAGE_USAGE_VIDEO_ENCODE_DPBBIT_KHR</td>
<td>VK_FORMAT_FEATURE_VIDEO_ENCODE_DPBBIT_KHR</td>
</tr>
</tbody>
</table>
Chapter 42. 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

42.1. 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:

```c
// 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 toVkImageCreateInfo::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{VK_EXT_host_image_copy} is supported, \texttt{usage} includes \texttt{VK_IMAGE_USAGE_SAMPLED_BIT}, and \texttt{flags} does not include either of \texttt{VK_IMAGE_CREATE_SPARSE_BINDING_BIT}, \texttt{VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT}, or \texttt{VK_IMAGE_CREATE_SPARSE_ALIASED_BIT}, then the result of calls to \texttt{vkGetPhysicalDeviceImageFormatProperties} with identical parameters except for the inclusion of \texttt{VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT} in \texttt{usage} must be identical.

### 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**
- \texttt{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`
  - 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'CbCr 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'CbCr conversion
- `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);
```

or the equivalent command

```c
// Provided by VK_KHR_get_physical_device_properties2
VkResult vkGetPhysicalDeviceImageFormatProperties2KHR(
    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 the `pNext` chain of `pImageFormatInfo` includes a `VkVideoProfileListInfoKHR` structure with a `profileCount` member greater than 0, then this command returns format capabilities specific to image types used in conjunction with the specified video profiles. In this case, this command will return one of the video-profile-specific error codes if any of the profiles specified via `VkVideoProfileListInfoKHR::pProfiles` are not supported. Furthermore, if `VkPhysicalDeviceImageFormatInfo2::usage` includes any image usage flag not supported by the
specified video profiles, then this command returns `VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR`.

### Valid Usage

- **VUID-vkGetPhysicalDeviceImageFormatProperties2-pNext-09004**
  
  If the `pNext` chain of `pImageFormatProperties` includes a `VkHostImageCopyDevicePerformanceQueryEXT` structure, `pImageFormatInfo->usage` must contain `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT`.

### 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`
- `VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR`
- `VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR`

The `VkPhysicalDeviceImageFormatInfo2` structure is defined as:
typedef struct VkPhysicalDeviceImageFormatInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkFormat format;
    VkImageType type;
    VkImageTiling tiling;
    VkImageUsageFlags usage;
    VkImageCreateFlags flags;
} VkPhysicalDeviceImageFormatInfo2;

or the equivalent

// Provided by VK_KHR_get_physical_device_properties2
typedef VkPhysicalDeviceImageFormatInfo2 VkPhysicalDeviceImageFormatInfo2KHR;

• *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 (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*, or *VkVideoProfileListInfoKHR*.
• **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-required bitmask**
  `usage` **must** not be `0`.

• **VUID-VkPhysicalDeviceImageFormatInfo2-flags-parameter**
  `flags` **must** be a valid combination of `VkImageCreateFlagBits` values.

The `VkImageFormatProperties2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkImageFormatProperties2 {
    VkStructureType sType;
    void* pNext;
    VkImageFormatProperties imageFormatProperties;
} VkImageFormatProperties2;
```

or the equivalent

```c
// Provided by VK_KHR_get_physical_device_properties2
typedef VkImageFormatProperties2 VkImageFormatProperties2KHR;
```

- **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`, `VkHostImageCopyDevicePerformanceQueryEXT`, or `VkSamplerYcbcrConversionImageFormatProperties`

- 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:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceExternalImageFormatInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalImageFormatInfo;
```

or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkPhysicalDeviceExternalImageFormatInfo
    VkPhysicalDeviceExternalImageFormatInfoKHR;
```

- `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:

```c
// Provided by VK_VERSION_1_1
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,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT,
    // Provided by VK_KHR_external_memory_capabilities
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT_KHR = VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT,
} VkExternalMemoryHandleTypeFlagBits;
```
or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkExternalMemoryHandleTypeFlagBits VkExternalMemoryHandleTypeFlagBitsKHR;
```

- **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_D3D12_RESOURCE_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.
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 78. 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_D3D12_RESOURCE_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
</tbody>
</table>

// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalMemoryHandleTypeFlags;

or the equivalent

// Provided by VK_KHR_external_memory_capabilities
typedef VkExternalMemoryHandleTypeFlags VkExternalMemoryHandleTypeFlagsKHR;

`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;

or the equivalent
typedef VkExternalImageFormatProperties VkExternalImageFormatPropertiesKHR;

- **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:

```c
// Provided by VK_VERSION_1_1
typedef struct VkExternalMemoryProperties {
    VkExternalMemoryFeatureFlags externalMemoryFeatures;
    VkExternalMemoryHandleTypeFlags exportFromImportedHandleTypes;
    VkExternalMemoryHandleTypeFlags compatibleHandleTypes;
} VkExternalMemoryProperties;
```

or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkExternalMemoryProperties VkExternalMemoryPropertiesKHR;
```

- **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;

or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkExternalMemoryFeatureFlagBits VkExternalMemoryFeatureFlagBitsKHR;
```

- **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:

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalMemoryFeatureFlags;
```

-or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkExternalMemoryFeatureFlagBits VkExternalMemoryFeatureFlagBitsKHR;
```
VkExternalMemoryFeatureFlags is a bitmask type for setting a mask of zero or more VkExternalMemoryFeatureFlagBits.

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:

```
// Provided by VK_VERSION_1_1
typedef struct VkSamplerYcbcrConversionImageFormatProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t combinedImageSamplerDescriptorCount;
} VkSamplerYcbcrConversionImageFormatProperties;
```

or the equivalent

```
// Provided by VK_KHR_sampler_ycbcr_conversion
typedef VkSamplerYcbcrConversionImageFormatProperties
VkSamplerYcbcrConversionImageFormatPropertiesKHR;
```

- **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’CₙCₙ 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.
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.

Instead of querying all the potential formats that the application might use in the descriptor layout, the application can use the `VkPhysicalDeviceMaintenance6PropertiesKHR::maxCombinedImageSamplerDescriptorCount` property to determine the maximum descriptor size that will accommodate any and all formats that require a sampler Y’CnCnR conversion supported by the implementation.

To query if using `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` has a negative impact on device performance when accessing an image, add `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` to `VkPhysicalDeviceImageFormatInfo2::usage`, and add a `VkHostImageCopyDevicePerformanceQueryEXT` structure to the `pNext` chain of a `VkImageFormatProperties2` structure passed to `vkGetPhysicalDeviceImageFormatProperties2`. This structure is defined as:

```c
// Provided by VK_EXT_host_image_copy
typedef struct VkHostImageCopyDevicePerformanceQueryEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 optimalDeviceAccess;
    VkBool32 identicalMemoryLayout;
} VkHostImageCopyDevicePerformanceQueryEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **optimalDeviceAccess** returns `VK_TRUE` if use of host image copy has no adverse effect on device access performance, compared to an image that is created with exact same creation parameters, and bound to the same `VkDeviceMemory`, except that `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` is replaced with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` and `VK_IMAGE_USAGE_TRANSFER_DST_BIT`.
- **identicalMemoryLayout** returns `VK_TRUE` if use of host image copy has no impact on memory layout compared to an image that is created with exact same creation parameters, and bound to the same `VkDeviceMemory`, except that `VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT` is replaced with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` and `VK_IMAGE_USAGE_TRANSFER_DST_BIT`.

The implementation may return `VK_FALSE` in `optimalDeviceAccess` if `identicalMemoryLayout` is
VK_FALSE. If identicalMemoryLayout is VK_TRUE, optimalDeviceAccess must be VK_TRUE.

The implementation may return VK_TRUE in optimalDeviceAccess while identicalMemoryLayout is VK_FALSE. In this situation, any device performance impact should not be measurable.

If VkPhysicalDeviceImageFormatInfo2::format is a block-compressed format and vkGetPhysicalDeviceImageFormatProperties2 returns VK_SUCCESS, the implementation must return VK_TRUE in optimalDeviceAccess.

Note

Applications can make use of optimalDeviceAccess to determine their resource copying strategy. If a resource is expected to be accessed more on device than on the host, and the implementation considers the resource sub-optimally accessed, it is likely better to use device copies instead.

Note

Layout not being identical yet still considered optimal for device access could happen if the implementation has different memory layout patterns, some of which are easier to access on the host.

Note

The most practical reason for optimalDeviceAccess to be VK_FALSE is that host image access may disable framebuffer compression where it would otherwise have been enabled. This represents far more efficient host image access since no compression algorithm is required to read or write to the image, but it would impact device access performance. Some implementations may only set optimalDeviceAccess to VK_FALSE if certain conditions are met, such as specific image usage flags or creation flags.

Valid Usage (Implicit)

- VUID-VkHostImageCopyDevicePerformanceQueryEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_HOST_IMAGE_COPY_DEVICE_PERFORMANCE_QUERY_EXT

42.1.1. Supported Sample Counts

vkGetPhysicalDeviceImageFormatProperties returns a bitmask of VkSampleCountFlagBits 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.

42.1.2. 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:

- \( \text{maxExtent.width} \geq \text{VkPhysicalDeviceLimits::maxImageDimension1D} \)
- \( \text{maxExtent.height} = 1 \)
- \( \text{maxExtent.depth} = 1 \)

For VK_IMAGE_TYPE_2D when flags does not contain VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT:

- \( \text{maxExtent.width} \geq \text{VkPhysicalDeviceLimits::maxImageDimension2D} \)
- \( \text{maxExtent.height} \geq \text{VkPhysicalDeviceLimits::maxImageDimension2D} \)
- \( \text{maxExtent.depth} = 1 \)

For VK_IMAGE_TYPE_2D when flags contains VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT:

- \( \text{maxExtent.width} \geq \text{VkPhysicalDeviceLimits::maxImageDimensionCube} \)
- \( \text{maxExtent.height} \geq \text{VkPhysicalDeviceLimits::maxImageDimensionCube} \)
- \( \text{maxExtent.depth} = 1 \)

For VK_IMAGE_TYPE_3D:

- \( \text{maxExtent.width} \geq \text{VkPhysicalDeviceLimits::maxImageDimension3D} \)
- \( \text{maxExtent.height} \geq \text{VkPhysicalDeviceLimits::maxImageDimension3D} \)
- \( \text{maxExtent.depth} \geq \text{VkPhysicalDeviceLimits::maxImageDimension3D} \)

42.2. 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);
```

or the equivalent command

```c
// Provided by VK_KHR_external_memory_capabilities
void vkGetPhysicalDeviceExternalBufferPropertiesKHR(
    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 `VkPhysicalDeviceExternalBufferInfo` structure.


---

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;
```

or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkPhysicalDeviceExternalBufferInfo VkPhysicalDeviceExternalBufferInfoKHR;
```

- `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`. If a
The `VkExternalBufferProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkExternalBufferProperties {
    VkStructureType sType;
    void* pNext;
    VkExternalMemoryProperties externalMemoryProperties;
} VkExternalBufferProperties;
```

or the equivalent

```c
// Provided by VK_KHR_external_memory_capabilities
typedef VkExternalBufferProperties VkExternalBufferPropertiesKHR;
```

- `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`

#### 42.3. 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:

```cpp
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceExternalSemaphoreProperties(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceExternalSemaphoreInfo* pExternalSemaphoreInfo,
    VkExternalSemaphoreProperties* pExternalSemaphoreProperties);
```

or the equivalent command

```cpp
// Provided by VK_KHR_external_semaphore_capabilities
void vkGetPhysicalDeviceExternalSemaphorePropertiesKHR(
    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

\[ pExternalSemaphoreProperties \text{ must be a valid pointer to a } \]
\[ VkExternalSemaphoreProperties \text{ structure} \]

The \textit{VkPhysicalDeviceExternalSemaphoreInfo} structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceExternalSemaphoreInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalSemaphoreInfo;
```

or the equivalent

```c
// Provided by VK_KHR_external_semaphore_capabilities
typedef VkPhysicalDeviceExternalSemaphoreInfoKHR
VkPhysicalDeviceExternalSemaphoreInfoKHR;
```

- \textit{sType} is a \textit{VkStructureType} value identifying this structure.
- \textit{pNext} is \texttt{NULL} or a pointer to a structure extending this structure.
- \textit{handleType} is a \textit{VkExternalSemaphoreHandleTypeFlagBits} value specifying the external semaphore handle type for which capabilities will be returned.

**Valid Usage (Implicit)**

- \textit{VUID-VkPhysicalDeviceExternalSemaphoreInfo-sType-sType} \textit{sType} must be \textit{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO}
- \textit{VUID-VkPhysicalDeviceExternalSemaphoreInfo-pNext-pNext} \textit{pNext} must be \texttt{NULL} or a pointer to a valid instance of \textit{VkSemaphoreTypeCreateInfo}
- \textit{VUID-VkPhysicalDeviceExternalSemaphoreInfo-sType-unique} The \textit{sType} value of each struct in the \textit{pNext} chain must be unique
- \textit{VUID-VkPhysicalDeviceExternalSemaphoreInfo-handleType-parameter} \textit{handleType} must be a valid \textit{VkExternalSemaphoreHandleTypeFlagBits} value

Bits which \textit{may} be set in \textit{VkPhysicalDeviceExternalSemaphoreInfo::handleType}, specifying an external semaphore handle type, are:

2481
or the equivalent

```c
// Provided by VK_KHR_external_semaphore_capabilities
typedef VkExternalSemaphoreHandleTypeFlagBitsKHR
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.

**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 79. 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>
</tbody>
</table>

```cpp
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalSemaphoreHandleTypeFlags;
```

or the equivalent

```cpp
// Provided by VK_KHR_external_semaphore_capabilities
typedef VkExternalSemaphoreHandleTypeFlags VkExternalSemaphoreHandleTypeFlagsKHR;
```

`VkExternalSemaphoreHandleTypeFlags` is a bitmask type for setting a mask of zero or more `VkExternalSemaphoreHandleTypeFlagBits`.

The `VkExternalSemaphoreProperties` structure is defined as:

```cpp
// Provided by VK_VERSION_1_1
typedef struct VkExternalSemaphoreProperties {
    VkStructureType sType;
    void* pNext;
    VkExternalSemaphoreHandleTypeFlags exportFromImportedHandleTypes;
    VkExternalSemaphoreHandleTypeFlags compatibleHandleTypes;
    VkExternalSemaphoreFeatureFlags externalSemaphoreFeatures;
} VkExternalSemaphoreProperties;
```

or the equivalent

```cpp
// Provided by VK_KHR_external_semaphore_capabilities
typedef VkExternalSemaphoreProperties VkExternalSemaphorePropertiesKHR;
```
• **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,
    // Provided by VK_KHR_external_semaphore_capabilities
    VK_EXTERNAL_SEMAPHORE_FEATURE_EXPORTABLE_BIT_KHR =
    VK_EXTERNAL_SEMAPHORE_FEATURE_IMPORTABLE_BIT_KHR =
    // Provided by VK_KHR_external_semaphore_capabilities
    VK_EXTERNAL_SEMAPHORE_FEATURE_EXPORTABLE_BIT_KHR,
} VkExternalSemaphoreFeatureFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_external_semaphore_capabilities
typedef VkExternalSemaphoreFeatureFlagBits VkExternalSemaphoreFeatureFlagBitsKHR;
```

- **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.
typedef VkFlags VkExternalSemaphoreFeatureFlags;

or the equivalent

// Provided by VK_KHR_external_semaphore_capabilities
typedef VkExternalSemaphoreFeatureFlags VkExternalSemaphoreFeatureFlagsKHR;

VkExternalSemaphoreFeatureFlags is a bitmask type for setting a mask of zero or more VkExternalSemaphoreFeatureFlagBits.

### 42.4. 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);
```

or the equivalent command

```c
// Provided by VK_KHR_external_fence_capabilities
void vkGetPhysicalDeviceExternalFencePropertiesKHR(
    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
The `VkPhysicalDeviceExternalFenceInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceExternalFenceInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalFenceHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalFenceInfo;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence_capabilities
typedef VkPhysicalDeviceExternalFenceInfo VkPhysicalDeviceExternalFenceInfoKHR;
```

- `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,
} VkExternalFenceHandleTypeFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence_capabilities
typedef VkExternalFenceHandleTypeFlagBitsVkExternalFenceHandleTypeFlagBitsKHR;
```

- **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 2488
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.
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 80. 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>
</tbody>
</table>

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalFenceHandleTypeFlags;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence_capabilities
typedef VkExternalFenceHandleTypeFlags VkExternalFenceHandleTypeFlagsKHR;
```

*VkExternalFenceHandleTypeFlags* is a bitmask type for setting a mask of zero or more *VkExternalFenceHandleTypeFlagBits*.

The *VkExternalFenceProperties* structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VKExternalFenceProperties {
    VkStructureType sType;
    void* pNext;
    VkExternalFenceHandleTypeFlags exportFromImportedHandleTypes;
    VkExternalFenceHandleTypeFlags compatibleHandleTypes;
    VkExternalFenceFeatureFlags externalFenceFeatures;
} VkExternalFenceProperties;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence_capabilities
typedef VkExternalFenceProperties VkExternalFencePropertiesKHR;
```

- *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 `sType` must be `VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES`.
- VUID-VkExternalFenceProperties-pNext-pNext `pNext` must be `NULL`.

Bits which may be set in `VkExternalFenceProperties::externalFenceFeatures`, indicating features of a fence external handle type, are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkExternalFenceFeatureFlagBits {
    VK_EXTERNAL_FENCE_FEATURE_EXPORTABLE_BIT = 0x00000001,
    VK_EXTERNAL_FENCE_FEATURE_IMPORTABLE_BIT = 0x00000002,
} VkExternalFenceFeatureFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_external_fence_capabilities
typedef VkExternalFenceFeatureFlagBits VkExternalFenceFeatureFlagBitsKHR;
```

- `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.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalFenceFeatureFlags;
```
VkExternalFenceFeatureFlags is a bitmask type for setting a mask of zero or more VkExternalFenceFeatureFlagBits.

42.5. Timestamp Calibration Capabilities

To query the set of time domains for which a physical device supports timestamp calibration, call:

```c
// 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.

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
Chapter 43. 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.

```c
// Provided by VK_VERSION_1_0
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_IMAGE_VIEW = 11,
    VK_OBJECT_TYPE_QUERY_POOL = 12,
    VK_OBJECT_TYPE_SHADER_MODULE = 13,
    VK_OBJECT_TYPE_PIPELINE_CACHE = 14,
    VK_OBJECT_TYPE_PIPELINE_LAYOUT = 15,
    VK_OBJECT_TYPE_RENDER_PASS = 16,
    VK_OBJECT_TYPE_PIPELINE = 17,
    VK_OBJECT_TYPE_DESCRIPTOR_SET_LAYOUT = 18,
    VK_OBJECT_TYPE_SAMPLER = 19,
    VK_OBJECT_TYPE_DESCRIPTOR_POOL = 20,
    VK_OBJECT_TYPE_DESCRIPTOR_SET = 21,
    VK_OBJECT_TYPE_FRAMEBUFFER = 22,
    VK_OBJECT_TYPE_COMMAND_POOL = 23,
    // Provided by VK_VERSION_1_1
    VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION = 1000156000,
    // Provided by VK_VERSION_1_1
    VK_OBJECT_TYPE_DESCRIPTOR_UPDATE_TEMPLATE = 1000085000,
    // Provided by VK_VERSION_1_3
    VK_OBJECT_TYPE_PRIVATE_DATA_SLOT = 1000295000,
    // Provided by VK_KHR_surface
    VK_OBJECT_TYPE_SURFACE_KHR = 1000001000,
    // Provided by VK_KHR_swapchain
    VK_OBJECT_TYPE_SWAPCHAIN_KHR = 1000002000,
    // Provided by VK_KHR_display
    VK_OBJECT_TYPE_DISPLAY_KHR = 1000003000,
} VkObjectType;
```
VK_OBJECT_TYPE_DISPLAY_MODE_KHR = 1000002001,
// Provided by VK_KHR_video_queue
VK_OBJECT_TYPE_VIDEO_SESSION_KHR = 1000023000,
// Provided by VK_KHR_video_queue
VK_OBJECT_TYPE_VIDEO_SESSION_PARAMETERS_KHR = 1000023001,
// Provided by VK_KHR_acceleration_structure
VK_OBJECT_TYPE_ACCELERATION_STRUCTURE_KHR = 100015000,
// Provided by VK_KHR_deferred_host_operations
VK_OBJECT_TYPE_DEFERRED_OPERATION_KHR = 1000268000,
// Provided by VK_EXT_opacity_micromap
VK_OBJECT_TYPE_MICROMAP_EXT = 1000396000,
// Provided by VK_EXT_shader_object
VK_OBJECT_TYPE_SHADER_EXT = 1000482000,
// Provided by VK_KHR_descriptor_update_template
VK_OBJECT_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_KHR =
VK_OBJECT_TYPE_DESCRIPTOR_UPDATE_TEMPLATE,
// Provided by VK_KHR_sampler_ycbcr_conversion
VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION_KHR =
VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION,
}VkObjectType;

Table 81. 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>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_SHADER_MODULE</td>
<td>VkShaderModule</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>
</tbody>
</table>
If this Specification was generated with any such extensions included, they will be described in the remainder of this chapter.

### 43.1. Active Tooling Information

Information about tools providing debugging, profiling, or similar services, active for a given physical device, can be obtained by calling:

```c
// Provided by VK_VERSION_1_3
VkResult vkGetPhysicalDeviceToolProperties(
    VkPhysicalDevice physicalDevice, 
    uint32_t* pToolCount, 
    VkPhysicalDeviceToolProperties* pToolProperties);
```

- `physicalDevice` is the handle to the physical device to query for active tools.
• `pToolCount` is a pointer to an integer describing the number of tools active on `physicalDevice`.
• `pToolProperties` is either `NULL` or a pointer to an array of `VkPhysicalDeviceToolProperties` structures.

If `pToolProperties` is `NULL`, then the number of tools currently active on `physicalDevice` is returned in `pToolCount`. Otherwise, `pToolCount` must point to a variable set by the user to the number of elements in the `pToolProperties` array, and on return the variable is overwritten with the number of structures actually written to `pToolProperties`. If `pToolCount` is less than the number of currently active tools, at most `pToolCount` structures will be written.

The count and properties of active tools may change in response to events outside the scope of the specification. An application should assume these properties might change at any given time.

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceToolProperties-physicalDevice-parameter `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceToolProperties-pToolCount-parameter `pToolCount` must be a valid pointer to a `uint32_t` value
- VUID-vkGetPhysicalDeviceToolProperties-pToolProperties-parameter If the value referenced by `pToolCount` is not 0, and `pToolProperties` is not `NULL`, `pToolProperties` must be a valid pointer to an array of `pToolCount` `VkPhysicalDeviceToolProperties` structures

Return Codes

Success
- `VK_SUCCESS`
- `VK_INCOMPLETE`

Failure
- `VK_ERROR_OUT_OF_HOST_MEMORY`

The `VkPhysicalDeviceToolProperties` structure is defined as:
// Provided by VK_VERSION_1_3

typedef struct VkPhysicalDeviceToolProperties {
    VkStructureType sType;
    void* pNext;
    char name[VK_MAX_EXTENSION_NAME_SIZE];
    char version[VK_MAX_EXTENSION_NAME_SIZE];
    VkToolPurposeFlags purposes;
    char description[VK_MAX_DESCRIPTION_SIZE];
    char layer[VK_MAX_EXTENSION_NAME_SIZE];
} VkPhysicalDeviceToolProperties;

• **sType** is a **VkStructureType** value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **name** is a null-terminated UTF-8 string containing the name of the tool.
• **version** is a null-terminated UTF-8 string containing the version of the tool.
• **purposes** is a bitmask of **VkToolPurposeFlagBits** which is populated with purposes supported by the tool.
• **description** is a null-terminated UTF-8 string containing a description of the tool.
• **layer** is a null-terminated UTF-8 string containing the name of the layer implementing the tool, if the tool is implemented in a layer - otherwise it may be an empty string.

---

**Valid Usage (Implicit)**

• VUID-VkPhysicalDeviceToolProperties-sType-sType
  sType **must** be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TOOL_PROPERTIES**
• VUID-VkPhysicalDeviceToolProperties-pNext-pNext
  pNext **must** be **NULL**

Bits which **can** be set in **VkPhysicalDeviceToolProperties::purposes**, specifying the purposes of an active tool, are:
typedef enum VkToolPurposeFlagBits {
  VK_TOOL_PURPOSE_VALIDATION_BIT = 0x00000001,
  VK_TOOL_PURPOSE_PROFILING_BIT = 0x00000002,
  VK_TOOL_PURPOSE_TRACING_BIT = 0x00000004,
  VK_TOOL_PURPOSE_ADDITIONAL_FEATURES_BIT = 0x00000008,
  VK_TOOL_PURPOSE_MODIFYING_FEATURES_BIT = 0x00000010,
  VK_TOOL_PURPOSE_VALIDATION_BIT_EXT = VK_TOOL_PURPOSE_VALIDATION_BIT,
  VK_TOOL_PURPOSE_PROFILING_BIT_EXT = VK_TOOL_PURPOSE_PROFILING_BIT,
  VK_TOOL_PURPOSE_TRACING_BIT_EXT = VK_TOOL_PURPOSE_TRACING_BIT,
  VK_TOOL_PURPOSE_ADDITIONAL_FEATURES_BIT_EXT = VK_TOOL_PURPOSE_ADDITIONAL_FEATURES_BIT,
  VK_TOOL_PURPOSE_MODIFYING_FEATURES_BIT_EXT = VK_TOOL_PURPOSE_MODIFYING_FEATURES_BIT,
} VkToolPurposeFlagBits;

• VK_TOOL_PURPOSE_VALIDATION_BIT specifies that the tool provides validation of API usage.
• VK_TOOL_PURPOSE_PROFILING_BIT specifies that the tool provides profiling of API usage.
• VK_TOOL_PURPOSE_TRACING_BIT specifies that the tool is capturing data about the application’s API usage, including anything from simple logging to capturing data for later replay.
• VK_TOOL_PURPOSE_ADDITIONAL_FEATURES_BIT specifies that the tool provides additional API features/extensions on top of the underlying implementation.
• VK_TOOL_PURPOSE_MODIFYING_FEATURES_BIT specifies that the tool modifies the API features/limits/extensions presented to the application.

typedef VkFlags VkToolPurposeFlags;

VkToolPurposeFlags is a bitmask type for setting a mask of zero or more VkToolPurposeFlagBits.

43.2. Frame Boundary

The VkFrameBoundaryEXT structure is defined as:
typedef struct VkFrameBoundaryEXT {
    VkStructureType sType;
    const void* pNext;
    VkFrameBoundaryFlagsEXT flags;
    uint64_t frameID;
    uint32_t imageCount;
    const VkImage* pImages;
    uint32_t bufferCount;
    const VkBuffer* pBuffers;
    uint64_t tagName;
    size_t tagSize;
    const void* pTag;
} VkFrameBoundaryEXT;

- **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 VkFrameBoundaryFlagBitsEXT that can flag the last submission of a frame identifier.
- **frameID** is the frame identifier.
- **imageCount** is the number of images that store frame results.
- **pImages** is a pointer to an array of VkImage objects with imageCount entries.
- **bufferCount** is the number of buffers the store the frame results.
- **pBuffers** is a pointer to an array of VkBuffer objects with bufferCount entries.
- **tagName** is a numerical identifier for tag data.
- **tagSize** is the number of bytes of tag data.
- **pTag** is a pointer to an array of tagSize bytes containing tag data.

The application can associate frame boundary information to a queue submission call by adding a VkFrameBoundaryEXT structure to the pNext chain of queue submission, VkPresentInfoKHR, or VkBindSparseInfo.

The frame identifier is used to associate one or more queue submission to a frame, it is thus meant to be unique within a frame lifetime, i.e. it is possible (but not recommended) to reuse frame identifiers, as long as any two frames with any chance of having overlapping queue submissions (as in the example above) use two different frame identifiers.

**Note**

Since the concept of frame is application-dependent, there is no way to validate the use of frame identifier. It is good practice to use a monotonically increasing counter as the frame identifier and not reuse identifiers between frames.

The pImages and pBuffers arrays contain a list of images and buffers which store the “end result” of the frame. As the concept of frame is application-dependent, not all frames may produce their
results in images or buffers, yet this is a sufficiently common case to be handled by `VkFrameBoundaryEXT`. Note that no extra information, such as image layout is being provided, since the images are meant to be used by tools which would already be tracking this required information. Having the possibility of passing a list of end-result images makes `VkFrameBoundaryEXT` as expressive as `vkQueuePresentKHR`, which is often the default frame boundary delimiter.

The application can also associate arbitrary extra information via tag data using `tagName`, `tagSize` and `pTag`. This extra information is typically tool-specific.

### Valid Usage (Implicit)

- **VUID-VkFrameBoundaryEXT-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_FRAME_BOUNDARY_EXT`

- **VUID-VkFrameBoundaryEXT-flags-parameter**
  - `flags` must be a valid combination of `VkFrameBoundaryFlagBitsEXT` values

- **VUID-VkFrameBoundaryEXT-pImages-parameter**
  - If `imageCount` is not 0, and `pImages` is not NULL, `pImages` must be a valid pointer to an array of `imageCount` valid `VkImage` handles

- **VUID-VkFrameBoundaryEXT-pBuffers-parameter**
  - If `bufferCount` is not 0, and `pBuffers` is not NULL, `pBuffers` must be a valid pointer to an array of `bufferCount` valid `VkBuffer` handles

- **VUID-VkFrameBoundaryEXT-pTag-parameter**
  - If `tagSize` is not 0, and `pTag` is not NULL, `pTag` must be a valid pointer to an array of `tagSize` bytes

- **VUID-VkFrameBoundaryEXT-commonparent**
  - Both of the elements of `pBuffers`, and the elements of `pImages` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`

The bit which can be set in `VkFrameBoundaryEXT::flags` is:

```c
// Provided by VK_EXT_frame_boundary
typedef enum VkFrameBoundaryFlagBitsEXT {
    VK_FRAME_BOUNDARY_FRAME_END_BIT_EXT = 0x00000001,
} VkFrameBoundaryFlagBitsEXT;
```

- **VK_FRAME_BOUNDARY_FRAME_END_BIT_EXT** specifies that this queue submission is the last one for this frame, i.e. once this queue submission has terminated, then the work for this frame is completed.

Note that in the presence of timeline semaphores, the last queue submission might not be the last one to be submitted, as timeline semaphores allow for wait-before-signal submissions. In the context of frame boundary, the queue submission that should be done flagged as the last one is the one that is meant to be executed last, even if it may not be the last one to be submitted.
VkFrameBoundaryFlagsEXT is a bitmask type for setting a mask of zero or more VkFrameBoundaryFlagBitsEXT.
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 1.3 implementation **must** support the 1.0, 1.1, 1.2, 1.3, 1.4, 1.5, and 1.6 versions of SPIR-V and the 1.0 version of the SPIR-V Extended Instructions for GLSL.

A SPIR-V module passed into `vkCreateShaderModule` 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 use any of these capabilities in SPIR-V passed to `vkCreateShaderModule` unless one of the following conditions is met for the `VkDevice` specified in the `device` parameter of `vkCreateShaderModule`:

- 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 82. List of SPIR-V Capabilities and corresponding Vulkan features, extensions, or core version

<table>
<thead>
<tr>
<th>SPIR-V OpCapability</th>
<th>Vulkan feature, extension, or core version</th>
</tr>
</thead>
<tbody>
<tr>
<td>Matrix</td>
<td>VK_VERSION_1_0</td>
</tr>
<tr>
<td>Shader</td>
<td>VK_VERSION_1_0</td>
</tr>
<tr>
<td>InputAttachment</td>
<td>VK_VERSION_1_0</td>
</tr>
<tr>
<td>Sampled1D</td>
<td>VK_VERSION_1_0</td>
</tr>
<tr>
<td>Image1D</td>
<td>VK_VERSION_1_0</td>
</tr>
</tbody>
</table>
### SPIR-V OpCapability

#### Vulkan feature, extension, or core version

- **SampledBuffer**
  - `VK_VERSION_1_0`

- **ImageBuffer**
  - `VK_VERSION_1_0`

- **ImageQuery**
  - `VK_VERSION_1_0`

- **DerivativeControl**
  - `VK_VERSION_1_0`

- **Geometry**
  - `VkPhysicalDeviceFeatures::geometryShader`

- **Tessellation**
  - `VkPhysicalDeviceFeatures::tessellationShader`

- **Float64**
  - `VkPhysicalDeviceFeatures::shaderFloat64`

- **Int64**
  - `VkPhysicalDeviceFeatures::shaderInt64`

- **Int64Atomics**
  - `VkPhysicalDeviceVulkan12Features::shaderBufferInt64Atomics`
  - `VkPhysicalDeviceVulkan12Features::shaderSharedInt64Atomics`

- **Int16**
  - `VkPhysicalDeviceFeatures::shaderInt16`

- **TessellationPointSize**
  - `VkPhysicalDeviceFeatures::shaderTessellationAndGeometryPointSize`

- **GeometryPointSize**
  - `VkPhysicalDeviceFeatures::shaderTessellationAndGeometryPointSize`

- **ImageGatherExtended**
  - `VkPhysicalDeviceFeatures::shaderImageGatherExtended`

- **StorageImageMultisample**
  - `VkPhysicalDeviceFeatures::shaderStorageImageMultisample`

- **UniformBufferArrayDynamicIndexing**
  - `VkPhysicalDeviceFeatures::shaderUniformBufferArrayDynamicIndexing`

- **SampledImageArrayDynamicIndexing**
  - `VkPhysicalDeviceFeatures::shaderSampledImageArrayDynamicIndexing`

- **StorageBufferArrayDynamicIndexing**
  - `VkPhysicalDeviceFeatures::shaderStorageBufferArrayDynamicIndexing`

- **StorageImageArrayDynamicIndexing**
  - `VkPhysicalDeviceFeatures::shaderStorageImageArrayDynamicIndexing`
<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClipDistance</td>
<td>Provides floating-point clip distance</td>
<td></td>
</tr>
<tr>
<td>CullDistance</td>
<td>Provides floating-point cull distance</td>
<td></td>
</tr>
<tr>
<td>ImageCubeArray</td>
<td>Supports image cube arrays</td>
<td></td>
</tr>
<tr>
<td>SampleRateShading</td>
<td>Supports sample rate shading</td>
<td></td>
</tr>
<tr>
<td>SparseResidency</td>
<td>Supports sparse residency</td>
<td></td>
</tr>
<tr>
<td>MinLod</td>
<td>Provides minimum level of detail (MLOD)</td>
<td></td>
</tr>
<tr>
<td>SampledCubeArray</td>
<td>Supports sampled cube arrays</td>
<td></td>
</tr>
<tr>
<td>ImageMSArray</td>
<td>Supports image multisample</td>
<td></td>
</tr>
<tr>
<td>StorageImageExtendedFormats</td>
<td>Supports storage image extended formats</td>
<td>VK_VERSION_1.0</td>
</tr>
<tr>
<td>InterpolationFunction</td>
<td>Supports interpolation function</td>
<td></td>
</tr>
<tr>
<td>StorageImageReadWithoutFormat</td>
<td>Supports storage image read without format</td>
<td>VK_VERSION_1.3, KHR</td>
</tr>
<tr>
<td>StorageImageWriteWithoutFormat</td>
<td>Supports storage image write without format</td>
<td>VK_VERSION_1.3, KHR</td>
</tr>
<tr>
<td>MultiViewport</td>
<td>Supports multiview</td>
<td></td>
</tr>
<tr>
<td>DrawParameters</td>
<td>Supports draw parameters</td>
<td>VK_KHR_khr_shader_draw_parameters</td>
</tr>
<tr>
<td>MultiView</td>
<td>Supports multiview</td>
<td></td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td><strong>DeviceGroup</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_VERSION_1_1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_KHR_device_group</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VariablePointersStorageBuffer</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan11Features::variablePointersStorageBuffer</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVariablePointersFeatures::variablePointersStorageBuffer</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VariablePointers</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan11Features::variablePointers</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVariablePointersFeatures::variablePointers</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ShaderClockKHR</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_KHR_shader_clock</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ShaderViewportIndex</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan12Features::shaderOutputViewportIndex</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ShaderLayer</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan12Features::shaderOutputLayer</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>StorageBuffer16BitAccess</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan11Features::storageBuffer16BitAccess</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDevice16BitStorageFeatures::storageBuffer16BitAccess</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>UniformAndStorageBuffer16BitAccess</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan11Features::uniformAndStorageBuffer16BitAccess</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDevice16BitStorageFeatures::uniformAndStorageBuffer16BitAccess</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>StoragePushConstant16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan11Features::storagePushConstant16</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDevice16BitStorageFeatures::storagePushConstant16</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>StorageInputOutput16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDeviceVulkan11Features::storageInputOutput16</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VkPhysicalDevice16BitStorageFeatures::storageInputOutput16</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GroupNonUniform</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SUBGROUP_FEATURE_BASIC_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GroupNonUniformVote</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SUBGROUP_FEATURE_VOTE_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GroupNonUniformArithmetic</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SUBGROUP_FEATURE_ARITHMETIC_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GroupNonUniformBallot</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SUBGROUP_FEATURE_BALLOT_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GroupNonUniformShuffle</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SUBGROUP_FEATURE_SHUFFLE_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>GroupNonUniformShuffleRelative</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SUBGROUP_FEATURE_SHUFFLE_RELATIVE_BIT</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**SPIR-V OpCapability**

- **Vulkan feature, extension, or core version**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupNonUniformClustered</td>
<td>VK_SUBGROUP_FEATURE_CLUSTERED_BIT</td>
</tr>
<tr>
<td>GroupNonUniformQuad</td>
<td>VK_SUBGROUP_FEATURE_QUAD_BIT</td>
</tr>
<tr>
<td>ShaderNonUniform</td>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>RuntimeDescriptorArray</td>
<td>VkPhysicalDeviceVulkan12Features::runtimeDescriptorArray</td>
</tr>
<tr>
<td>InputAttachmentArrayDynamicIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderInputAttachmentArrayDynamicIndexing</td>
</tr>
<tr>
<td>UniformTexelBufferArrayDynamicIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderUniformTexelBufferArrayDynamicIndexing</td>
</tr>
<tr>
<td>StorageTexelBufferArrayDynamicIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderStorageTexelBufferArrayDynamicIndexing</td>
</tr>
<tr>
<td>UniformBufferArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderUniformBufferArrayNonUniformIndexing</td>
</tr>
<tr>
<td>SampledImageArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderSampledImageArrayNonUniformIndexing</td>
</tr>
<tr>
<td>StorageBufferArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderStorageBufferArrayNonUniformIndexing</td>
</tr>
<tr>
<td>StorageImageArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderStorageImageArrayNonUniformIndexing</td>
</tr>
<tr>
<td>InputAttachmentArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderInputAttachmentArrayNonUniformIndexing</td>
</tr>
<tr>
<td>UniformTexelBufferArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderUniformTexelBufferArrayNonUniformIndexing</td>
</tr>
<tr>
<td>StorageTexelBufferArrayNonUniformIndexing</td>
<td>VkPhysicalDeviceVulkan12Features::shaderStorageTexelBufferArrayNonUniformIndexing</td>
</tr>
<tr>
<td>Float16</td>
<td>VkPhysicalDeviceVulkan12Features::shaderFloat16</td>
</tr>
<tr>
<td>Int8</td>
<td>VkPhysicalDeviceVulkan12Features::shaderInt8</td>
</tr>
<tr>
<td>StorageBuffer8BitAccess</td>
<td>VkPhysicalDeviceVulkan12Features::storageBuffer8BitAccess</td>
</tr>
<tr>
<td>UniformAndStorageBuffer8BitAccess</td>
<td>VkPhysicalDeviceVulkan12Features::uniformAndStorageBuffer8BitAccess</td>
</tr>
<tr>
<td>StoragePushConstant8</td>
<td>VkPhysicalDeviceVulkan12Features::storagePushConstant8</td>
</tr>
</tbody>
</table>
SPIR-V

**OpCapability**

**Vulkan feature, extension, or core version**

VulkanMemoryModel

`VkPhysicalDeviceVulkan12Features::vulkanMemoryModel`

VulkanMemoryModelDeviceScope

`VkPhysicalDeviceVulkan12Features::vulkanMemoryModelDeviceScope`

DenormPreserve

`VkPhysicalDeviceVulkan12Properties::shaderDenormPreserveFloat16`
`VkPhysicalDeviceVulkan12Properties::shaderDenormPreserveFloat32`
`VkPhysicalDeviceVulkan12Properties::shaderDenormPreserveFloat64`

DenormFlushToZero

`VkPhysicalDeviceVulkan12Properties::shaderDenormFlushToZeroFloat16`
`VkPhysicalDeviceVulkan12Properties::shaderDenormFlushToZeroFloat32`
`VkPhysicalDeviceVulkan12Properties::shaderDenormFlushToZeroFloat64`

SignedZeroInfNanPreserve

`VkPhysicalDeviceVulkan12Properties::shaderSignedZeroInfNanPreserveFloat16`
`VkPhysicalDeviceVulkan12Properties::shaderSignedZeroInfNanPreserveFloat32`
`VkPhysicalDeviceVulkan12Properties::shaderSignedZeroInfNanPreserveFloat64`

RoundingModeRTE

`VkPhysicalDeviceVulkan12Properties::shaderRoundingModeRTEFloat16`
`VkPhysicalDeviceVulkan12Properties::shaderRoundingModeRTEFloat32`
`VkPhysicalDeviceVulkan12Properties::shaderRoundingModeRTEFloat64`

RoundingModeRTZ

`VkPhysicalDeviceVulkan12Properties::shaderRoundingModeRTZFloat16`
`VkPhysicalDeviceVulkan12Properties::shaderRoundingModeRTZFloat32`
`VkPhysicalDeviceVulkan12Properties::shaderRoundingModeRTZFloat64`

RayTracingKHR

`VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTracingPipeline`

RayQueryKHR

`VkPhysicalDeviceRayQueryFeaturesKHR::rayQuery`

RayTraversalPrimitiveCullingKHR

`VkPhysicalDeviceRayTracingPipelineFeaturesKHR::rayTraversalPrimitiveCulling`
`VkPhysicalDeviceRayQueryFeaturesKHR::rayQuery`

RayCullMaskKHR

`VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR::rayTracingMaintenance1`

TransformFeedback

`VkPhysicalDeviceTransformFeedbackFeaturesEXT::transformFeedback`

GeometryStreams

`VkPhysicalDeviceTransformFeedbackFeaturesEXT::geometryStreams`

PhysicalStorageBufferAddresses

`VkPhysicalDeviceVulkan12Features::bufferDeviceAddress`
<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPIR-V OpCapability</td>
<td>Vulkan feature, extension, or core version</td>
</tr>
<tr>
<td>DemoteToHelperInvocationEXT</td>
<td>VkPhysicalDeviceVulkan13Features::shaderDemoteToHelperInvocation</td>
</tr>
<tr>
<td>FragmentShadingRateKHR</td>
<td>VkPhysicalDeviceFragmentShadingRateFeaturesKHR::pipelineFragmentShadingRate</td>
</tr>
<tr>
<td></td>
<td>VkPhysicalDeviceFragmentShadingRateFeaturesKHR::primitiveFragmentShadingRate</td>
</tr>
<tr>
<td></td>
<td>VkPhysicalDeviceFragmentShadingRateFeaturesKHR::attachmentFragmentShadingRate</td>
</tr>
<tr>
<td>WorkgroupMemoryExplicitLayoutKHR</td>
<td>VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR::workgroupMemoryExplicitLayout</td>
</tr>
<tr>
<td>WorkgroupMemoryExplicitLayout8BitAccessKHR</td>
<td>VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR::workgroupMemoryExplicitLayout8BitAccess</td>
</tr>
<tr>
<td>WorkgroupMemoryExplicitLayout16BitAccessKHR</td>
<td>VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR::workgroupMemoryExplicitLayout16BitAccess</td>
</tr>
<tr>
<td>DotProductInputAllKHR</td>
<td>VkPhysicalDeviceVulkan13Features::shaderIntegerDotProduct</td>
</tr>
<tr>
<td></td>
<td>VkPhysicalDeviceShaderIntegerDotProductFeaturesKHR::shaderIntegerDotProduct</td>
</tr>
<tr>
<td>DotProductInput4x8BitKHR</td>
<td>VkPhysicalDeviceVulkan13Features::shaderIntegerDotProduct</td>
</tr>
<tr>
<td></td>
<td>VkPhysicalDeviceShaderIntegerDotProductFeaturesKHR::shaderIntegerDotProduct</td>
</tr>
<tr>
<td>DotProductInput4x8BitPackedKHR</td>
<td>VkPhysicalDeviceVulkan13Features::shaderIntegerDotProduct</td>
</tr>
<tr>
<td></td>
<td>VkPhysicalDeviceShaderIntegerDotProductFeaturesKHR::shaderIntegerDotProduct</td>
</tr>
<tr>
<td>DotProductKHR</td>
<td>VkPhysicalDeviceVulkan13Features::shaderIntegerDotProduct</td>
</tr>
<tr>
<td></td>
<td>VkPhysicalDeviceShaderIntegerDotProductFeaturesKHR::shaderIntegerDotProduct</td>
</tr>
<tr>
<td>FragmentBarycentricKHR</td>
<td>VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR::fragmentShaderBarycentric</td>
</tr>
<tr>
<td>RayTracingOpacityMicromapEXT</td>
<td>VK_EXT_opacity_micromap</td>
</tr>
<tr>
<td>RayTracingPositionFetchKHR</td>
<td>VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR::rayTracingPositionFetch</td>
</tr>
<tr>
<td>TileImageColorReadAccessEXT</td>
<td>VkPhysicalDeviceShaderTileImageFeaturesEXT::shaderTileImageColorReadAccess</td>
</tr>
<tr>
<td>TileImageDepthReadAccessEXT</td>
<td>VkPhysicalDeviceShaderTileImageFeaturesEXT::shaderTileImageDepthReadAccess</td>
</tr>
<tr>
<td>TileImageStencilReadAccessEXT</td>
<td>VkPhysicalDeviceShaderTileImageFeaturesEXT::shaderTileImageStencilReadAccess</td>
</tr>
</tbody>
</table>
The application **must** not pass a SPIR-V module containing any of the following to `vkCreateShaderModule`:

- 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 pass a SPIR-V module to `vkCreateShaderModule` that uses the following SPIR-V extensions unless one of the following conditions is met for the `VkDevice` specified in the `device` parameter of `vkCreateShaderModule`:

- Any corresponding Vulkan extension is enabled.
- The corresponding core version is supported (as returned by `VkPhysicalDeviceProperties::apiVersion`).

### Table 83. List of SPIR-V Extensions and corresponding Vulkan extensions or core version

<table>
<thead>
<tr>
<th>SPIR-V <code>OpExtension</code></th>
<th>Vulkan extension or core version</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPV_KHR_variable_pointers</td>
<td>VK_VERSION_1_1</td>
</tr>
<tr>
<td>VK_KHR_variable_pointers</td>
<td></td>
</tr>
<tr>
<td>SPV_KHR_shader_draw_parameters</td>
<td>VK_VERSION_1_1</td>
</tr>
<tr>
<td>VK_KHR_shader_draw_parameters</td>
<td></td>
</tr>
</tbody>
</table>

---

2510
<table>
<thead>
<tr>
<th>SPIR-V OpExtension</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vulkan extension or core version</td>
</tr>
<tr>
<td>SPV_KHR_8bit_storage</td>
</tr>
<tr>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>VK_KHR_8bit_storage</td>
</tr>
<tr>
<td>SPV_KHR_16bit_storage</td>
</tr>
<tr>
<td>VK_VERSION_1_1</td>
</tr>
<tr>
<td>VK_KHR_16bit_storage</td>
</tr>
<tr>
<td>SPV_KHR_shader_clock</td>
</tr>
<tr>
<td>VK_KHR_shader_clock</td>
</tr>
<tr>
<td>SPV_KHR_float_controls</td>
</tr>
<tr>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>VK_KHR_shader_float_controls</td>
</tr>
<tr>
<td>SPV_KHR_storage_buffer_storage_class</td>
</tr>
<tr>
<td>VK_VERSION_1_1</td>
</tr>
<tr>
<td>VK_KHR_storage_buffer_storage_class</td>
</tr>
<tr>
<td>SPV_EXT_shader_viewport_index_layer</td>
</tr>
<tr>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>SPV_EXT_descriptor_indexing</td>
</tr>
<tr>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>SPV_KHR_vulkan_memory_model</td>
</tr>
<tr>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>VK_KHR_vulkan_memory_model</td>
</tr>
<tr>
<td>SPV_KHR_ray_tracing</td>
</tr>
<tr>
<td>VK_KHR_ray_tracing_pipeline</td>
</tr>
<tr>
<td>SPV_KHR_ray_query</td>
</tr>
<tr>
<td>VK_KHR_ray_query</td>
</tr>
<tr>
<td>SPV_KHR_ray_cull_mask</td>
</tr>
<tr>
<td>VK_KHR_ray_tracing_maintenance1</td>
</tr>
<tr>
<td>SPV_KHR_physical_storage_buffer</td>
</tr>
<tr>
<td>VK_VERSION_1_2</td>
</tr>
<tr>
<td>VK_KHR_buffer_device_address</td>
</tr>
<tr>
<td>SPV_EXT_demeote_to_helper_invocation</td>
</tr>
<tr>
<td>VK_VERSION_1_3</td>
</tr>
<tr>
<td>SPV_KHR_fragment_shading_rate</td>
</tr>
<tr>
<td>VK_KHR_fragment_shading_rate</td>
</tr>
<tr>
<td>SPV_KHR_non_semantic_info</td>
</tr>
<tr>
<td>VK_VERSION_1_3</td>
</tr>
<tr>
<td>VK_KHR_shader_non_semantic_info</td>
</tr>
<tr>
<td>SPIR-V OpExtension</td>
</tr>
<tr>
<td>-------------------</td>
</tr>
<tr>
<td>SPV_KHR_terminate_invocation</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>SPV_KHR_multiview</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>SPV_KHR_workgroup_memory_explicit_layout</td>
</tr>
<tr>
<td>SPV_KHR_fragment_shader_barycentric</td>
</tr>
<tr>
<td>SPV_KHR_subgroup_uniform_control_flow</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>SPV_KHR_integer_dot_product</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>SPV_KHR_device_group</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>SPV_KHR_ray_tracing_position_fetch</td>
</tr>
<tr>
<td>SPV_EXT_shader_tile_image</td>
</tr>
<tr>
<td>SPV_EXT_opacity_micromap</td>
</tr>
<tr>
<td>SPV_KHR_cooperative_matrix</td>
</tr>
<tr>
<td>SPV_KHR_maximal_reconvergence</td>
</tr>
<tr>
<td>SPV_KHR_subgroup_rotate</td>
</tr>
<tr>
<td>SPV_KHR_expect_assume</td>
</tr>
<tr>
<td>SPV_KHR_float_controls2</td>
</tr>
<tr>
<td>SPV_KHR_quad_control</td>
</tr>
</tbody>
</table>
## Validation Rules Within a Module

A SPIR-V module passed to `vkCreateShaderModule` must 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.

<table>
<thead>
<tr>
<th>Valid Usage</th>
</tr>
</thead>
</table>
| • 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 |
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

If the Storage Class is Output, then it must not be used in the GlCompute, RayGenerationKHR, IntersectionKHR, AnyHitKHR, ClosestHitKHR, MissKHR, or CallableKHR Execution Model

If the Storage Class is Workgroup, then it must only be used in the task, mesh, or compute Execution Model

If the Storage Class is TileImageEXT, then it must only be used in the fragment execution model

OpAtomicStore must not use Acquire, AcquireRelease, or SequentiallyConsistent memory semantics

OpAtomicLoad must not use Release, AcquireRelease, or SequentiallyConsistent memory semantics

OpMemoryBarrier must use one of Acquire, Release, AcquireRelease, or SequentiallyConsistent memory semantics

OpMemoryBarrier must include at least one Storage Class

If the semantics for OpControlBarrier includes one of Acquire, Release, AcquireRelease, or SequentiallyConsistent memory semantics, then it must include at least one Storage Class

Any OpVariable with an Initializer operand must have Output, Private, Function, or Workgroup as its Storage Class operand

Any OpVariable with an Initializer operand and Workgroup as its Storage Class operand must use OpConstantNull as the initializer

Scope for OpReadClockKHR must be limited to Subgroup or Device

The OriginLowerLeft Execution Mode must not be used; fragment entry points must declare OriginUpperLeft

The PixelCenterInteger Execution Mode must not be used (pixels are always centered at half-integer coordinates)
Any variable in the `UniformConstant Storage Class` must be typed as either `OpTypeImage`, `OpTypeSampler`, `OpTypeSampledImage`, `OpTypeAccelerationStructureKHR`, or an array of one of these types.

Any variable in the `Uniform or StorageBuffer Storage Class` must be typed as `OpTypeStruct` or an array of this type.

Any variable in the `PushConstant Storage Class` must be typed as `OpTypeStruct`.

`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).

`OpTypeImage` must have a “Sampled” operand of 1 (sampled image) or 2 (storage image).

`OpTypeSampledImage` must have a `OpTypeImage` with a “Sampled” operand of 1 (sampled image).

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.

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.

`OpImageQuerySizeLod`, `OpImageQueryLod`, and `OpImageQueryLevels` must only consume an “Image” operand whose type has its “Sampled” operand set to 1.

An `OpTypeImage` must not have a “Dim” operand of Rect.

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).

The (u,v) coordinates used for a `SubpassData` must be the <id> of a constant vector (0,0).

Objects of types `OpTypeImage`, `OpTypeSampler`, `OpTypeSampledImage`, `OpTypeAccelerationStructureKHR`, and arrays of these types must not be stored to or modified.

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

- VUID-StandaloneSpirv-Offset-04865
  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

- VUID-StandaloneSpirv-OpImageGather-04664
  The “Component” operand of **OpImageGather**, and **OpImageSparseGather** **must** be the <id> of a constant instruction

- VUID-StandaloneSpirv-OpImage-04777
  **OpImage*Dref* instructions** **must** not consume an image whose **Dim** is 3D

- VUID-StandaloneSpirv-None-04667
  Structure types **must** not contain opaque types

- VUID-StandaloneSpirv-BuiltIn-04668
  Any **BuiltIn** decoration not listed in **Built-In Variables** **must** not be used

- VUID-StandaloneSpirv-Location-06672
  The **Location** or **Component** decorations **must** only be used with the Input, Output, RayPayloadKHR, IncomingRayPayloadKHR, HitAttributeKHR, HitObjectAttributeNV, CallableDataKHR, IncomingCallableDataKHR, or ShaderRecordBufferKHR storage classes

- VUID-StandaloneSpirv-Location-04915
  The **Location** or **Component** decorations **must** not be used with **BuiltIn**

- VUID-StandaloneSpirv-Location-04916
  The **Location** decorations **must** be used on **user-defined variables**

- VUID-StandaloneSpirv-Location-04917
  If a **user-defined variable** is not a pointer to a **Block** decorated **OpTypeStruct**, then the **OpVariable** **must** have a **Location** decoration

- VUID-StandaloneSpirv-Location-04918
  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

- VUID-StandaloneSpirv-Location-04919
  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

- VUID-StandaloneSpirv-Component-04920
  The **Component** decoration value **must** not be greater than 3

- VUID-StandaloneSpirv-Component-04921
  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
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.

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` 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.

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` 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.

`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.

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`.

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`.

For each compute shader entry point, either a `LocalSize` or `LocalSizeId` `Execution Mode`, or an object decorated with the `WorkgroupSize` decoration must be specified.

For compute shaders using the `DerivativeGroupQuadsNV` execution mode, the first two dimensions of the local workgroup size must be a multiple of two.
For compute shaders using the `DerivativeGroupLinearNV` execution mode, the product of the dimensions of the local workgroup size must be a multiple of four.

If `OpGroupNonUniformBallotBitCount` is used, the group operation must be limited to Reduce, InclusiveScan, or ExclusiveScan.

The `Pointer` operand of all atomic instructions must have a Storage Class limited to Uniform, Workgroup, Image, StorageBuffer, PhysicalStorageBuffer, or TaskPayloadWorkgroupEXT.

Output variables or block members decorated with `Offset` that have a 64-bit type, or a composite type containing a 64-bit type, must specify an `Offset` value aligned to a 8 byte boundary.

The size of any output block containing any member decorated with `Offset` that is a 64-bit type must be a multiple of 8.

The first member of an output block specifying a `Offset` decoration must specify a `Offset` value that is aligned to an 8 byte boundary if that block contains any member decorated with `Offset` and is a 64-bit type.

Output variables or block members decorated with `Offset` that have a 32-bit type, or a composite type contains a 32-bit type, must specify an `Offset` value aligned to a 4 byte boundary.

Output variables, blocks or block members decorated with `Offset` must only contain base types that have components that are either 32-bit or 64-bit in size.

Only variables or block members in the output interface decorated with `Offset` can be captured for transform feedback, and those variables or block members must also be decorated with `XfbBuffer` and `XfbStride`, or inherit `XfbBuffer` and `XfbStride` decorations from a block containing them.

All variables or block members in the output interface of the entry point being compiled decorated with a specific `XfbBuffer` value must all be decorated with identical `XfbStride` values.

If any variables or block members in the output interface of the entry point being compiled are decorated with `Stream`, then all variables belonging to the same `XfbBuffer` must specify the same `Stream` value.

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 \textbf{must} not overlap

- \textbf{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 \textit{XfbBuffer} decoration \textbf{must} specify the same \textit{XfbBuffer} value

- \textbf{VUID-StandaloneSpirv-RayPayloadKHR-04698}
  \textit{RayPayloadKHR Storage Class} \textbf{must} only be used in ray generation, closest hit or miss shaders

- \textbf{VUID-StandaloneSpirv-IncomingRayPayloadKHR-04699}
  \textit{IncomingRayPayloadKHR Storage Class} \textbf{must} only be used in closest hit, any-hit, or miss shaders

- \textbf{VUID-StandaloneSpirv-IncomingRayPayloadKHR-04700}
  There \textbf{must} be at most one variable with the \textit{IncomingRayPayloadKHR Storage Class} in the input interface of an entry point

- \textbf{VUID-StandaloneSpirv-HitAttributeKHR-04701}
  \textit{HitAttributeKHR Storage Class} \textbf{must} only be used in intersection, any-hit, or closest hit shaders

- \textbf{VUID-StandaloneSpirv-HitAttributeKHR-04702}
  There \textbf{must} be at most one variable with the \textit{HitAttributeKHR Storage Class} in the input interface of an entry point

- \textbf{VUID-StandaloneSpirv-HitAttributeKHR-04703}
  A variable with \textit{HitAttributeKHR Storage Class} \textbf{must} only be written to in an intersection shader

- \textbf{VUID-StandaloneSpirv-CallableDataKHR-04704}
  \textit{CallableDataKHR Storage Class} \textbf{must} only be used in ray generation, closest hit, miss, and callable shaders

- \textbf{VUID-StandaloneSpirv-IncomingCallableDataKHR-04705}
  \textit{IncomingCallableDataKHR Storage Class} \textbf{must} only be used in callable shaders

- \textbf{VUID-StandaloneSpirv-IncomingCallableDataKHR-04706}
  There \textbf{must} be at most one variable with the \textit{IncomingCallableDataKHR Storage Class} in the input interface of an entry point

- \textbf{VUID-StandaloneSpirv-ShaderRecordBufferKHR-07119}
  \textit{ShaderRecordBufferKHR Storage Class} \textbf{must} only be used in ray generation, intersection, any-hit, closest hit, callable, or miss shaders

- \textbf{VUID-StandaloneSpirv-Base-07650}
  The \textit{Base} operand of \textit{OpPtrAccessChain} \textbf{must} have a storage class of \textit{Workgroup}, \textit{StorageBuffer}, or \textit{PhysicalStorageBuffer}

- \textbf{VUID-StandaloneSpirv-Base-07651}
  If the \textit{Base} operand of \textit{OpPtrAccessChain} has a \textit{Workgroup Storage Class}, then the \textit{VariablePointers} capability \textbf{must} be declared

- \textbf{VUID-StandaloneSpirv-Base-07652}
  If the \textit{Base} operand of \textit{OpPtrAccessChain} has a \textit{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

- **VUID-StandaloneSpirv-Uniform-06676**
  Any variable in the Uniform Storage Class must be decorated as Block or BufferBlock

- **VUID-StandaloneSpirv-UniformConstant-06677**
  Any variable in the UniformConstant, StorageBuffer, or Uniform Storage Class must be
decorated with DescriptorSet and Binding

- VUID-StandaloneSpirv-InputAttachmentIndex-06678
  Variables decorated with InputAttachmentIndex must be in the UniformConstant Storage Class

- VUID-StandaloneSpirv-DescriptorSet-06491
  If a variable is decorated by DescriptorSet or Binding, the Storage Class must correspond to an entry in Shader Resource and Storage Class Correspondence

- VUID-StandaloneSpirv-Input-06778
  Variables with a Storage Class of Input in a fragment shader stage that are decorated with PerVertexKHR must be declared as arrays

- VUID-StandaloneSpirv-MeshEXT-07102
  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

- VUID-StandaloneSpirv-MeshEXT-07106
  In mesh shaders using the MeshEXT Execution Model OpSetMeshOutputsEXT must be called before any outputs are written

- VUID-StandaloneSpirv-MeshEXT-07107
  In mesh shaders using the MeshEXT Execution Model all variables declared as output must not be read from

- VUID-StandaloneSpirv-MeshEXT-07108
  In mesh shaders using the MeshEXT Execution Model for OpSetMeshOutputsEXT instructions, the “Vertex Count” and “Primitive Count” operands must not depend on ViewIndex

- VUID-StandaloneSpirv-MeshEXT-07109
  In mesh shaders using the MeshEXT Execution Model variables decorated with PrimitivePointIndicesEXT, PrimitiveLineIndicesEXT, or PrimitiveTriangleIndicesEXT declared as an array must not be accessed by indices that depend on ViewIndex

- VUID-StandaloneSpirv-MeshEXT-07110
  In mesh shaders using the MeshEXT Execution Model any values stored in variables decorated with PrimitivePointIndicesEXT, PrimitiveLineIndicesEXT, or PrimitiveTriangleIndicesEXT must not depend on ViewIndex

- VUID-StandaloneSpirv-MeshEXT-07111
  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

- VUID-StandaloneSpirv-MeshEXT-07330
  In mesh shaders using the MeshEXT Execution Model the OutputVertices Execution Mode must be greater than 0

- VUID-StandaloneSpirv-MeshEXT-07331
  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
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-None-09558**

If **dynamicRenderingLocalRead** is not enabled, any variable created with a “Type” of **OpTypeImage** that has a “Dim” operand of **SubpassData** **must** be decorated with **InputAttachmentIndex**

**VUID-RuntimeSpirv-OpTypeImage-09644**

Any variable created with a “Type” of **OpTypeImage** that has a “Dim” operand of **SubpassData** and **Arrayed=1** **must** be decorated with **InputAttachmentIndex**

**VUID-RuntimeSpirv-apiVersion-07954**

If **VkPhysicalDeviceProperties::apiVersion** is less than Vulkan 1.3, the **VK_KHR_format_feature_flags2** extension is not supported, and **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-apiVersion-07955**

If **VkPhysicalDeviceProperties::apiVersion** is less than Vulkan 1.3, the
VK_KHR_format_feature_flags2 extension is not supported, and 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-OpImageWrite-07112
  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 SPIRV Image Format compatibility table

- VUID-RuntimeSpirv-Location-06272
  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

- VUID-RuntimeSpirv-Location-06428
  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

- VUID-RuntimeSpirv-NonUniform-06274
  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

- VUID-RuntimeSpirv-NonUniform-06275
  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

- VUID-RuntimeSpirv-subgroupBroadcastDynamicId-06276
  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

- VUID-RuntimeSpirv-subgroupBroadcastDynamicId-06277
  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

- VUID-RuntimeSpirv-None-06278
  shaderBufferInt64Atomics must be enabled for 64-bit integer atomic operations to be supported on a Pointer with a Storage Class of StorageBuffer or Uniform

- VUID-RuntimeSpirv-None-06279
  shaderSharedInt64Atomics must be enabled for 64-bit integer atomic operations to be supported on a Pointer with a Storage Class of Workgroup

- 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 \texttt{denormBehaviorIndependence} is \texttt{VK\_SHADER\_FLOAT\_CONTROLS\_INDEPENDENCE\_NONE}, then the entry point \textbf{must} use the same denormals \texttt{Execution Mode} for all floating-point types.

- \textbf{VUID-RuntimeSpirv-roundingModeIndependence-06291}
  If \texttt{roundingModeIndependence} is \texttt{VK\_SHADER\_FLOAT\_CONTROLS\_INDEPENDENCE\_32\_BIT\_ONLY}, then the entry point \textbf{must} use the same rounding \texttt{Execution Mode} for both 16-bit and 64-bit floating-point types.

- \textbf{VUID-RuntimeSpirv-roundingModeIndependence-06292}
  If \texttt{roundingModeIndependence} is \texttt{VK\_SHADER\_FLOAT\_CONTROLS\_INDEPENDENCE\_NONE}, then the entry point \textbf{must} use the same rounding \texttt{Execution Mode} for all floating-point types.

- \textbf{VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat16-06293}
  If \texttt{shaderSignedZeroInfNanPreserveFloat16} is \texttt{VK\_FALSE}, then \texttt{SignedZeroInfNanPreserve} for 16-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat32-06294}
  If \texttt{shaderSignedZeroInfNanPreserveFloat32} is \texttt{VK\_FALSE}, then \texttt{SignedZeroInfNanPreserve} for 32-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat64-06295}
  If \texttt{shaderSignedZeroInfNanPreserveFloat64} is \texttt{VK\_FALSE}, then \texttt{SignedZeroInfNanPreserve} for 64-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderDenormPreserveFloat16-06296}
  If \texttt{shaderDenormPreserveFloat16} is \texttt{VK\_FALSE}, then \texttt{DenormPreserve} for 16-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderDenormPreserveFloat32-06297}
  If \texttt{shaderDenormPreserveFloat32} is \texttt{VK\_FALSE}, then \texttt{DenormPreserve} for 32-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderDenormPreserveFloat64-06298}
  If \texttt{shaderDenormPreserveFloat64} is \texttt{VK\_FALSE}, then \texttt{DenormPreserve} for 64-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderDenormFlushToZeroFloat16-06299}
  If \texttt{shaderDenormFlushToZeroFloat16} is \texttt{VK\_FALSE}, then \texttt{DenormFlushToZero} for 16-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderDenormFlushToZeroFloat32-06300}
  If \texttt{shaderDenormFlushToZeroFloat32} is \texttt{VK\_FALSE}, then \texttt{DenormFlushToZero} for 32-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderDenormFlushToZeroFloat64-06301}
  If \texttt{shaderDenormFlushToZeroFloat64} is \texttt{VK\_FALSE}, then \texttt{DenormFlushToZero} for 64-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderRoundingModeRTEFloat16-06302}
  If \texttt{shaderRoundingModeRTEFloat16} is \texttt{VK\_FALSE}, then \texttt{RoundingModeRTE} for 16-bit floating-point type \textbf{must} not be used.

- \textbf{VUID-RuntimeSpirv-shaderRoundingModeRTEFloat32-06303}
  If \texttt{shaderRoundingModeRTEFloat32} is \texttt{VK\_FALSE}, then \texttt{RoundingModeRTE} for 32-bit floating-point type \textbf{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-shaderSignedZeroInfNanPreserveFloat16-09559
  If shaderSignedZeroInfNanPreserveFloat16 is VK_FALSE then any FPFastMathDefault execution mode with a type of 16-bit float must include the NSZ, NotInf, and NotNaN flags

• VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat16-09560
  If shaderSignedZeroInfNanPreserveFloat16 is VK_FALSE then any FPFastMathMode decoration on an instruction with result type or any operand type that includes a 16-bit float must include the NSZ, NotInf, and NotNaN flags

• VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat32-09561
  If shaderSignedZeroInfNanPreserveFloat32 is VK_FALSE then any FPFastMathDefault execution mode with a type of 32-bit float must include the NSZ, NotInf, and NotNaN flags

• VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat32-09562
  If shaderSignedZeroInfNanPreserveFloat32 is VK_FALSE then any FPFastMathMode decoration on an instruction with result type or any operand type that includes a 32-bit float must include the NSZ, NotInf, and NotNaN flags

• VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat64-09563
  If shaderSignedZeroInfNanPreserveFloat64 is VK_FALSE then any FPFastMathDefault execution mode with a type of 64-bit float must include the NSZ, NotInf, and NotNaN flags

• VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat64-09564
  If shaderSignedZeroInfNanPreserveFloat64 is VK_FALSE then any FPFastMathMode decoration on an instruction with result type or any operand type that includes a 64-bit float must include the NSZ, NotInf, and NotNaN flags

• VUID-RuntimeSpirv-Offset-06308
  The Offset plus size of the type of each variable, in the output interface of the entry point being compiled, decorated with XfbBuffer must not be greater than VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBufferDataSize

• VUID-RuntimeSpirv-XfbBuffer-06309
  For any given XfbBuffer value, define the buffer data size to be smallest number of bytes such that, for all outputs decorated with the same XfbBuffer value, the size of the output interface variable plus the Offset is less than or equal to the buffer data size. For a given Stream, the sum of all the buffer data sizes for all buffers writing to that stream the must not exceed VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBufferDataSize
- **VUID-RuntimeSpirv-OpEmitStreamVertex-06310**
The Stream value to `OpEmitStreamVertex` and `OpEndStreamPrimitive` must be less than `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams`.

- **VUID-RuntimeSpirv-transformFeedbackStreamsLinesTriangles-06311**
If the geometry shader emits to more than one vertex stream and `VkPhysicalDeviceTransformFeedbackPropertiesEXT::transformFeedbackStreamsLinesTriangles` is VK_FALSE, then Execution Mode must be OutputPoints.

- **VUID-RuntimeSpirv-Stream-06312**
The stream number value to `Stream` must be less than `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackStreams`.

- **VUID-RuntimeSpirv-XfbStride-06313**
The XFB Stride value to `XfbStride` must be less than or equal to `VkPhysicalDeviceTransformFeedbackPropertiesEXT::maxTransformFeedbackBufferDataStride`.

- **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-OpTypeCooperativeMatrixKHR-08974**
For `OpTypeCooperativeMatrixKHR`, the component type, scope, number of rows, and number of columns must match one of the matrices in any of the supported `VkCooperativeMatrixPropertiesKHR`.

- **VUID-RuntimeSpirv-MSize-08975**
For `OpCooperativeMatrixMulAddKHR`, the type of A must have `VkCooperativeMatrixPropertiesKHR::MSize` rows and `VkCooperativeMatrixPropertiesKHR::KSize` columns and have a component type that matches `VkCooperativeMatrixPropertiesKHR::AType`.

- **VUID-RuntimeSpirv-OpCooperativeMatrixMulAddKHR-08976**
For `OpCooperativeMatrixMulAddKHR`, when the component type of A is a signed integer type, the `MatrixASignedComponents` cooperative matrix operand must be present.

- **VUID-RuntimeSpirv-KSize-08977**
For `OpCooperativeMatrixMulAddKHR`, the type of B must have `VkCooperativeMatrixPropertiesKHR::KSize` rows and `VkCooperativeMatrixPropertiesKHR::NSize` columns and have a component type that matches `VkCooperativeMatrixPropertiesKHR::BType`.

- **VUID-RuntimeSpirv-OpCooperativeMatrixMulAddKHR-08978**
For `OpCooperativeMatrixMulAddKHR`, when the component type of B is a signed integer type, the `MatrixBSignedComponents` cooperative matrix operand must be present.
For `OpCooperativeMatrixMulAddKHR`, the type of $C$ must have $\text{VkCooperativeMatrixPropertiesKHR}::\text{MSize}$ rows and $\text{VkCooperativeMatrixPropertiesKHR}::\text{NSize}$ columns and have a component type that matches $\text{VkCooperativeMatrixPropertiesKHR}::\text{ CType}$.

For `OpCooperativeMatrixMulAddKHR`, when the component type of $C$ is a signed integer type, the $\text{MatrixCSignedComponents}$ cooperative matrix operand must be present.

For `OpCooperativeMatrixMulAddKHR`, the type of $\text{Result}$ must have $\text{VkCooperativeMatrixPropertiesKHR}::\text{MSize}$ rows and $\text{VkCooperativeMatrixPropertiesKHR}::\text{NSize}$ columns and have a component type that matches $\text{VkCooperativeMatrixPropertiesKHR}::\text{ResultType}$.

For `OpCooperativeMatrixMulAddKHR`, when the component type of $\text{Result}$ is a signed integer type, the $\text{MatrixResultSignedComponents}$ cooperative matrix operand must be present.

For `OpCooperativeMatrixMulAddKHR`, the $\text{SaturatingAccumulation}$ cooperative matrix operand must be present if and only if $\text{VkCooperativeMatrixPropertiesKHR}::\text{saturatingAccumulation}$ is $\text{VK_TRUE}$.

For `OpCooperativeMatrixMulAddKHR`, the type of $A$, $B$, $C$, and $\text{Result}$ must all have a scope of $\text{scope}$.

$\text{OpTypeCooperativeMatrixKHR}$ and $\text{OpCooperativeMatrix*}$ instructions must not be used in shader stages not included in $\text{VkPhysicalDeviceCooperativeMatrixPropertiesKHR}::\text{cooperativeMatrixSupportedStages}$.

DescriptorSet and Binding decorations must obey the constraints on $\text{Storage Class}$, type, and descriptor type described in DescriptorSet and Binding Assignment.

For `OpCooperativeMatrixLoadKHR` and `OpCooperativeMatrixStoreKHR` instructions, the Pointer and Stride operands must be aligned to at least the lesser of 16 bytes or the natural alignment of a row or column (depending on $\text{ColumnMajor}$) of the matrix (where the natural alignment is the number of columns/rows multiplied by the component size).

If the $\text{VK_KHR_portability_subset}$ extension is enabled, and $\text{VkPhysicalDevicePortabilitySubsetFeaturesKHR}::\text{shaderSampleRateInterpolationFunctions}$ is $\text{VK_FALSE}$, then $\text{GLSL.std.450}$ fragment interpolation functions are not supported by the implementation and $\text{OpCapability}$ must not be set to $\text{InterpolationFunction}$.

If $\text{tessellationShader}$ is enabled, and the $\text{VK_KHR_portability_subset}$ extension is enabled, and $\text{VkPhysicalDevicePortabilitySubsetFeaturesKHR}::\text{tessellationIsolines}$ is $\text{VK_FALSE}$, then $\text{OpExecutionMode}$ must not be set to $\text{Isolines}$.
If `tessellationShader` is enabled, and the `VK_KHR_portability_subset` extension is enabled, and `VkPhysicalDevicePortabilitySubsetFeaturesKHR::tessellationPointMode` is `VK_FALSE`, then `OpExecutionMode` must not be set to `PointMode`.

If `storageBuffer8BitAccess` is `VK_FALSE`, then objects containing an 8-bit integer element must not have `Storage` class of `StorageBuffer`, `ShaderRecordBufferKHR`, or `PhysicalStorageBuffer`.

If `uniformAndStorageBuffer8BitAccess` is `VK_FALSE`, then objects in the Uniform Storage Class with the `Block` decoration must not have an 8-bit integer member.

If `storagePushConstant8` is `VK_FALSE`, then objects containing an 8-bit integer element must not have `Storage` class of `PushConstant`.

If `storageBuffer16BitAccess` is `VK_FALSE`, then objects containing 16-bit integer or 16-bit floating-point elements must not have `Storage` class of `StorageBuffer`, `ShaderRecordBufferKHR`, or `PhysicalStorageBuffer`.

If `uniformAndStorageBuffer16BitAccess` is `VK_FALSE`, then objects in the Uniform Storage Class with the `Block` decoration must not have 16-bit integer or 16-bit floating-point members.

If `storagePushConstant16` is `VK_FALSE`, then objects containing 16-bit integer or 16-bit floating-point elements must not have `Storage` class of `PushConstant`.

If `storageInputOutput16` is `VK_FALSE`, then objects containing 16-bit integer or 16-bit floating-point elements must not have `Storage` class of `Input` or `Output`.

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 `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

- **VUID-RuntimeSpirv-Offset-06345**
  The first element of the \text{Offset} operand of \text{InterpolateAtOffset} \textbf{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 \( \text{ULP} = 1 / 2^{\text{subPixelInterpolationOffsetBits}} \)

- **VUID-RuntimeSpirv-Offset-06346**
  The second element of the \text{Offset} operand of \text{InterpolateAtOffset} \textbf{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

- **VUID-RuntimeSpirv-Offset-06347**
  The second element of the \text{Offset} operand of \text{InterpolateAtOffset} \textbf{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 \( \text{ULP} = 1 / 2^{\text{subPixelInterpolationOffsetBits}} \)

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06348**
  For \text{OpRayQueryInitializeKHR} instructions, all components of the \text{RayOrigin} and \text{RayDirection} operands \textbf{must} be finite floating-point values

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06349**
  For \text{OpRayQueryInitializeKHR} instructions, the \text{RayTmin} and \text{RayTmax} operands \textbf{must} be non-negative floating-point values

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06350**
  For \text{OpRayQueryInitializeKHR} instructions, the \text{RayTmin} operand \textbf{must} be less than or equal to the \text{RayTmax} operand

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06351**
  For \text{OpRayQueryInitializeKHR} instructions, \text{RayOrigin}, \text{RayDirection}, \text{RayTmin}, and \text{RayTmax} operands \textbf{must} not contain NaNs

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06352**
  For \text{OpRayQueryInitializeKHR} instructions, \text{Acceleration Structure} \textbf{must} be an acceleration structure built as a \text{top-level acceleration structure}

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06889**
  For \text{OpRayQueryInitializeKHR} instructions, the \text{Rayflags} operand \textbf{must} not contain both \text{SkipTrianglesKHR} and \text{SkipAABBsKHR}

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06890**
  For \text{OpRayQueryInitializeKHR} instructions, the \text{Rayflags} operand \textbf{must} not contain more than one of \text{SkipTrianglesKHR}, \text{CullBackFacingTrianglesKHR}, and \text{CullFrontFacingTrianglesKHR}

- **VUID-RuntimeSpirv-OpRayQueryInitializeKHR-06891**
For OpRayQueryInitializeKHR instructions, the Rayflags operand must not contain more than one of OpaqueKHR, NoOpaqueKHR, CullOpaqueKHR, and CullNoOpaqueKHR.

- **VUID-RuntimeSpirv-OpRayQueryGenerateIntersectionKHR-06353**
  For OpRayQueryGenerateIntersectionKHR instructions, Hit T must satisfy the condition RayTmin ≤ Hit T ≤ RayTmax, where RayTmin is equal to the value returned by OpRayQueryGetRayTMinKHR with the same ray query object, and RayTmax is equal to the value of OpRayQueryGetIntersectionTKHR for the current committed intersection with the same ray query object.

- **VUID-RuntimeSpirv-flags-08761**
  For OpRayQueryGetIntersectionTriangleVertexPositionsKHR instructions, Acceleration Structure must have been built with VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DATA_ACCESS_KHR in flags.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06355**
  For OpTraceRayKHR instructions, all components of the RayOrigin and RayDirection operands must be finite floating-point values.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06356**
  For OpTraceRayKHR instructions, the RayTmin and RayTmax operands must be non-negative floating-point values.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06552**
  For OpTraceRayKHR instructions, the Rayflags operand must not contain both SkipTrianglesKHR and SkipAABBsKHR.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06892**
  For OpTraceRayKHR instructions, the Rayflags operand must not contain more than one of SkipTrianglesKHR, CullBackFacingTrianglesKHR, and CullFrontFacingTrianglesKHR.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06893**
  For OpTraceRayKHR instructions, the Rayflags operand must not contain more than one of OpaqueKHR, NoOpaqueKHR, CullOpaqueKHR, and CullNoOpaqueKHR.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06553**
  For OpTraceRayKHR instructions, if the Rayflags operand contains SkipTrianglesKHR, the pipeline must not have been created with VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBBS_BIT_KHR set.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06554**
  For OpTraceRayKHR instructions, if the Rayflags operand contains SkipAABBsKHR, the pipeline must not have been created with VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR set.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06357**
  For OpTraceRayKHR instructions, the RayTmin operand must be less than or equal to the RayTmax operand.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06358**
  For OpTraceRayKHR instructions, RayOrigin, RayDirection, RayTmin, and RayTmax operands must not contain NaNs.

- **VUID-RuntimeSpirv-OpTraceRayKHR-06359**
  For OpTraceRayKHR instructions, Acceleration Structure must be an acceleration structure.
built as a top-level acceleration structure

- **VUID-RuntimeSpirv-OpReportIntersectionKHR-06998**
  The value of the “Hit Kind” operand of `OpReportIntersectionKHR` must be in the range [0,127]

- **VUID-RuntimeSpirv-x-06429**
  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]

- **VUID-RuntimeSpirv-y-06430**
  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]

- **VUID-RuntimeSpirv-z-06431**
  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-06434**
  If `Execution Mode LocalSizeId` is used, `maintenance4` must be enabled

- **VUID-RuntimeSpirv-maintenance4-06817**
  If `maintenance4` is not enabled, 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-shaderZeroInitializeWorkgroupMemory-06372**
  If shaderZeroInitializeWorkgroupMemory is not enabled, any `OpVariable` with Workgroup as its Storage Class must not have an Initializer operand
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`.

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`.

If an `OpImageSample*` or `OpImageFetch*` operation has an image operand of `ConstOffset` then the offset value **must** be greater than or equal to `minTexelOffset`.

If an `OpImageSample*` or `OpImageFetch*` operation has an image operand of `ConstOffset` then the offset value **must** be less than or equal to `maxTexelOffset`.

If an `OpTypeImage` has an `MS` operand 0, its bound image **must** have been created with `VkImageCreateInfo::samples` as `VK_SAMPLE_COUNT_1_BIT`.

If an `OpTypeImage` has an `MS` operand 1, its bound image **must** not have been created with `VkImageCreateInfo::samples` as `VK_SAMPLE_COUNT_1_BIT`.

The Execution Mode `SubgroupUniformControlFlowKHR` **must** not be applied to an entry point unless `shaderSubgroupUniformControlFlow` is enabled and the corresponding shader stage bit is set in `subgroup supportedStages` and the entry point does not execute any invocation repack instructions.

Each `OpEntryPoint` **must** not have more than one variable decorated with `InputAttachmentIndex` per image aspect of the attachment image bound to it, either explicitly or implicitly as described by input attachment interface.

If `shaderTileImageColorReadAccess` is not enabled, `OpColorAttachmentReadEXT` operation **must** not be used.

If `shaderTileImageDepthReadAccess` is not enabled, `OpDepthAttachmentReadEXT` operation **must** not be used.

If `shaderTileImageStencilReadAccess` is not enabled, `OpStencilAttachmentReadEXT` operation **must** not be used.

If `sample shading` is enabled and `minSampleShading` is 1.0, the `sample` operand of any `OpColorAttachmentReadEXT`, `OpDepthAttachmentReadEXT`, or `OpStencilAttachmentReadEXT` operation **must** evaluate to the value of the coverage index for any given fragment invocation.

If `sample shading` is enabled and any of the `OpColorAttachmentReadEXT`, `OpDepthAttachmentReadEXT`, or `OpStencilAttachmentReadEXT` operation **must** evaluate to the value of the coverage index for any given fragment invocation.
OpDepthAttachmentReadEXT, or OpStencilAttachmentReadEXT operations are used, then
\( \text{minSampleShading} \) must be 1.0

- **VUID-RuntimeSpirv-MeshEXT-09218**
  In mesh shaders using the MeshEXT or MeshNV Execution Model and the OutputPoints
  Execution Mode, if \( \text{maintenance5} \) is not enabled, and if the number of output points is greater
  than 0, a PointSize decorated variable must be written to for each output point.

- **VUID-RuntimeSpirv-maintenance5-09190**
  If \( \text{maintenance5} \) is enabled and a PointSize decorated variable is written to, all execution
  paths must write to a PointSize decorated variable.

- **VUID-RuntimeSpirv-MaximallyReconvergesKHR-09565**
  The execution mode MaximallyReconvergesKHR must not be applied to an entry point unless
  the entry point does not execute any invocation repack instructions.

- **VUID-RuntimeSpirv-shaderSubgroupRotateClustered-09566**
  If shaderSubgroupRotateClustered is VK_FALSE, then the ClusterSize operand to
  OpGroupNonUniformRotateKHR must not be used.

- **VUID-RuntimeSpirv-protectedNoFault-09645**
  If protectedNoFault is not supported, the Storage Class of the PhysicalStorageBuffer must
  not be used if the buffer being accessed is protected.

---

**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 NaN
  may be converted to quiet NaNs values by any floating point instruction.

- The floating-point environment used for an instruction can be determined as follows:
  - If the SPIR-V specifies it explicitly using the FPFastMath decoration or FPFastMathDefault
    Execution Mode then that is used.
  - If the environment is not specified in the SPIR-V then it is determined as follows:
    - If the operation is not decorated NoContraction then the flags AllowContract, AllowReassoc,
      AllowRecip, and AllowTransform are assumed.
    - If any of the following conditions are true then the flags NSZ, NotInf, and NotNaN are
      assumed:
      - The entry point does not use the Execution Mode SignedZeroInfNanPreserve with a bit-
        width corresponding to one of the operands or to the result type.
      - The operation is not one of: OpPhi, OpSelect, OpReturnValue, OpVectorExtractDynamic,
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 84. Precision of core SPIR-V Instructions*

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Single precision, unless decorated with RelaxedPrecision</th>
<th>Half precision</th>
</tr>
</thead>
<tbody>
<tr>
<td>OpFAdd</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>OpFSub</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>OpDot((x, y))</td>
<td>Inherited from ( \sum_{i=0}^{n-1} x_i \times y_i ).</td>
<td></td>
</tr>
<tr>
<td>OpFOrdEqual, OpFUnordEqual</td>
<td>Correct result.</td>
<td></td>
</tr>
<tr>
<td>OpFOrdLessThan, OpFUnordLessThan</td>
<td>Correct result.</td>
<td></td>
</tr>
<tr>
<td>OpFOrdGreaterThan, OpFUnordGreaterThan</td>
<td>Correct result.</td>
<td></td>
</tr>
<tr>
<td>OpFOrdGreaterThanEqual, OpFUnordGreaterThanEqual</td>
<td>Correct result.</td>
<td></td>
</tr>
</tbody>
</table>
### Table 85. 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 ×</td>
<td>x</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 (\exp(2(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_{\text{radians}}), where (C_{\text{radians}}) is a correctly rounded approximation to (\frac{\pi}{180}).</td>
<td></td>
</tr>
<tr>
<td>degrees(x)</td>
<td>Inherited from (x \times C_{\text{degrees}}), where (C_{\text{degrees}}) 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 (\arctan2(x, \sqrt{1.0 - x \times x})).</td>
<td></td>
</tr>
<tr>
<td>acos(x)</td>
<td>Inherited from (\arctan2(\sqrt{1.0 - x \times x}, x)).</td>
<td></td>
</tr>
</tbody>
</table>

**Note**

The **OpFRem** and **OpFMod** instructions use cheap approximations of remainder, and the error can be large due to the discontinuity in \(\text{trunc}()\) and \(\text{floor}()\). 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>
<thead>
<tr>
<th>Instruction</th>
<th>Single precision, unless decorated with RelaxedPrecision</th>
<th>Half precision</th>
</tr>
</thead>
<tbody>
<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(x)}{\cosh(x)})</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>cross()</td>
<td>Inherited from OpFSub(OpFMul, OpFMul)</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}(NRef, I) &lt; 0.0 , ? , N , : , -N).</td>
<td></td>
</tr>
<tr>
<td>reflect(x, y)</td>
<td>Inherited from (x - 2.0 \times \text{dot}(y, x) \times y)</td>
<td></td>
</tr>
<tr>
<td>refract(I, N, eta)</td>
<td>Inherited from (k &lt; 0.0 , ? , 0.0 , : , \eta \times I - (\eta \times \text{dot}(N, I) + \sqrt{k}) \times N), where (k = 1 - \eta \times \eta \times (1.0 - \text{dot}(N, I) \times \text{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 \times (1.0 - a) + y \times a)</td>
<td></td>
</tr>
<tr>
<td>step</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
</tbody>
</table>
**Instruction**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>smoothStep(edge0, edge1, x)</code></td>
<td>Inherited from $t = \text{clamp}(\frac{x - edge0}{edge1 - edge0}, 0.0, 1.0)$.</td>
</tr>
<tr>
<td><code>nmin</code></td>
<td>Correctly rounded.</td>
</tr>
<tr>
<td><code>nmax</code></td>
<td>Correctly rounded.</td>
</tr>
<tr>
<td><code>nclamp</code></td>
<td>Correctly rounded.</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.

`OpCooperativeMatrixMulAddKHR` performs its operations in an implementation-dependent order and internal precision.

**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>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>
</tr>
<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 86. 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>
</tbody>
</table>

---
<table>
<thead>
<tr>
<th>SPIR-V Image Format</th>
<th>Compatible Vulkan Format</th>
</tr>
</thead>
<tbody>
<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_R8G8B8A8_UNORM</td>
</tr>
<tr>
<td>Rgba8Snorm</td>
<td>VK_FORMAT_R8G8B8A8_SNORM</td>
</tr>
<tr>
<td>Rgba8ui</td>
<td>VK_FORMAT_R8G8B8A8_UINT</td>
</tr>
<tr>
<td>Rgba8i</td>
<td>VK_FORMAT_R8G8B8A8_SINT</td>
</tr>
<tr>
<td>Rgb10A2</td>
<td>VK_FORMAT_A2B10G10R10_UNORM_PACK32</td>
</tr>
<tr>
<td>Rgb10a2ui</td>
<td>VK_FORMAT_A2B10G10R10_UINT_PACK32</td>
</tr>
<tr>
<td>R16</td>
<td>VK_FORMAT_R16_UNORM</td>
</tr>
<tr>
<td>R16Snorm</td>
<td>VK_FORMAT_R16_SNORM</td>
</tr>
<tr>
<td>R16ui</td>
<td>VK_FORMAT_R16_UINT</td>
</tr>
<tr>
<td>R16i</td>
<td>VK_FORMAT_R16_SINT</td>
</tr>
<tr>
<td>R16f</td>
<td>VK_FORMAT_R16_SFLOAT</td>
</tr>
<tr>
<td>Rg16</td>
<td>VK_FORMAT_R16G16_UNORM</td>
</tr>
<tr>
<td>Rg16Snorm</td>
<td>VK_FORMAT_R16G16_SNORM</td>
</tr>
<tr>
<td>Rg16ui</td>
<td>VK_FORMAT_R16G16_UINT</td>
</tr>
<tr>
<td>Rg16i</td>
<td>VK_FORMAT_R16G16_SINT</td>
</tr>
<tr>
<td>Rg16f</td>
<td>VK_FORMAT_R16G16_SFLOAT</td>
</tr>
<tr>
<td>Rgba16</td>
<td>VK_FORMAT_R16G16B16A16_UNORM</td>
</tr>
<tr>
<td>Rgba16Snorm</td>
<td>VK_FORMAT_R16G16B16A16_SNORM</td>
</tr>
<tr>
<td>Rgba16ui</td>
<td>VK_FORMAT_R16G16B16A16_UINT</td>
</tr>
<tr>
<td>Rgba16i</td>
<td>VK_FORMAT_R16G16B16A16_SINT</td>
</tr>
<tr>
<td>Rgba16f</td>
<td>VK_FORMAT_R16G16B16A16_SFLOAT</td>
</tr>
<tr>
<td>R32ui</td>
<td>VK_FORMAT_R32_UINT</td>
</tr>
<tr>
<td>R32i</td>
<td>VK_FORMAT_R32_SINT</td>
</tr>
<tr>
<td>R32f</td>
<td>VK_FORMAT_R32_SFLOAT</td>
</tr>
<tr>
<td>Rg32ui</td>
<td>VK_FORMAT_R32G32_UINT</td>
</tr>
<tr>
<td>Rg32i</td>
<td>VK_FORMAT_R32G32_SINT</td>
</tr>
<tr>
<td>Rg32f</td>
<td>VK_FORMAT_R32G32_SFLOAT</td>
</tr>
<tr>
<td>Rgba32ui</td>
<td>VK_FORMAT_R32G32B32A32_UINT</td>
</tr>
<tr>
<td>Rgba32i</td>
<td>VK_FORMAT_R32G32B32A32_SINT</td>
</tr>
<tr>
<td>Rgba32f</td>
<td>VK_FORMAT_R32G32B32A32_SFLOAT</td>
</tr>
<tr>
<td>R64ui</td>
<td>VK_FORMAT_R64_UINT</td>
</tr>
<tr>
<td>R64i</td>
<td>VK_FORMAT_R64_SINT</td>
</tr>
<tr>
<td>R11fG11fB10f</td>
<td>VK_FORMAT_B10G11R11_UFLOAT_PACK32</td>
</tr>
</tbody>
</table>

**Ray Query Precision and Operation**

The values returned by `OpRayQueryGetIntersectionTriangleVertexPositionsKHR` are transformed by
the geometry transform, which is performed at standard floating point precision, but without a specifically defined order of floating point operations to perform the matrix multiplication.
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.

Variables with Workgroup storage class that point to a block-decorated type share a set of memory locations.

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.
- A single common reference for all variables with Workgroup storage class that point to a block-decorated type.
- The variable itself for non-block-decorated type variables in Workgroup storage class.
- 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/SPIRV.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 $B$.  

2546
• (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.

• (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”).

Shader Call Related

Shader-call-related is an equivalence relation on invocations defined as the symmetric and transitive closure of:

• A is shader-call-related to B if A is created by an shader call instruction executed by B.

Shader Call Order

Shader-call-order is a partial order on dynamic instances of instructions executed by invocations that are shader-call-related:

• (Program order): If dynamic instance A is program-ordered before B, then A is shader-call-ordered before B.

• (Shader call entry): If A is a dynamic instance of an shader call instruction and B is a dynamic instance executed by an invocation that is created by A, then A is shader-call-ordered before B.

• (Shader call exit): If A is a dynamic instance of an shader call instruction, B is the next dynamic instance executed by the same invocation, and C is a dynamic instance executed by an invocation that is created by A, then C is shader-call-ordered before B.

• (Transitive closure): If A is shader-call-ordered-before B and B is shader-call-ordered-before C, then A is shader-call-ordered-before C.

• (Complete definition): No other dynamic instances are shader-call-ordered.

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.

**Note**

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, ShaderRecordBufferKHR, 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.

**Note**
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.

**Note**
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.)

**Note**
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

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>This is similar to the barrier-barrier synchronization above, but with a control barrier filling the role of the relaxed atomics.</td>
</tr>
</tbody>
</table>

If A is a release barrier and B is an acquire barrier, then A synchronizes-with B if all of the following are true:

• A is shader-call-ordered-before B
• A and B are in the instance of each other’s memory scopes

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> operation 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.
- shader call instance - accessible by shader agents that are shader-call-related, corresponding to the ShaderCallKHR 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, except for shader call instance domain,
with memory domains later in the list nested in the domains earlier in the list. The shader call instance domain is at an implementation-dependent location in the list, and is nested according to that location. The shader call instance domain is not broader than the queue family instance domain.

**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, shader-call-related ray tracing invocation, in any shader invocation, or anywhere on the device, or host. The shader, queue family instance, shader call 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 \( W_2 \) 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
- **ShaderCallKHR** scope uses the shader call 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 shader call 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 D₁ and D₂ are different memory domains, then let DOM(D₁,D₂) be a memory domain operation from D₁ to D₂. Otherwise, let DOM(D,D) be a placeholder such that X → DOM(D,D) → Y if and only if X → Y.

X is location-ordered before Y for a location L in M if and only if any of the following is true:

- Aₓ == Aᵧ and Rₓ == Rᵧ and X → Y
  - 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 → Y
- X is a read, and X (transitively) system-synchronizes with Y
- If Rₓ == Rᵧ and Aₓ and Aᵧ 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:
  - X is a write, Y is a write, AVC(Aₓ,Rₓ,D,L) is an availability chain making (X,L) available to domain D, and X →rcpo AVC(Aₓ,Rₓ,D,L) → Y
  - X is a write, Y is a read, AVC(Aₓ,Rₓ,D,L) is an availability chain making (X,L) available to domain D, VISC(Aᵧ,Rᵧ,D,L) is a visibility chain making writes to L available in domain D visible to Y, and X →rcpo AVC(Aₓ,Rₓ,D,L) → VISC(Aᵧ,Rᵧ,D,L) →rcpo Y
  - If \(VkPhysicalDeviceVulkanMemoryModelFeatures::vulkanMemoryModelAvailabilityVisibilityChains\) is VK_FALSE, then AVC and VISC must each only have a single element in the chain, in each sub-bullet above.
- Let Dₓ and Dᵧ each be either the device domain or the host domain, depending on whether Aₓ and Aᵧ execute on the device or host:  

2558
X is a write and Y is a write, and $X \rightarrow AV(A_X, R_X, D_X, L) \rightarrow DOM(D_X, D_Y) \rightarrow Y$

X is a write and Y is a read, and $X \rightarrow AV(A_X, R_X, D_X, L) \rightarrow DOM(D_X, D_Y) \rightarrow VIS(A_Y, R_Y, D_Y, L) \rightarrow Y$

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 != 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.

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, scoped 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 CallableDataKHR, IncomingCallableDataKHR, RayPayloadKHR, HitAttributeKHR, IncomingRayPayloadKHR, or Input, then X is system-synchronized-after all writes to the corresponding CallableDataKHR, IncomingCallableDataKHR, RayPayloadKHR, HitAttributeKHR, IncomingRayPayloadKHR, or 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

A call to `vkFreeMemory` must happen-after all memory operations on all memory locations in that `VkDeviceMemory` object.

Note
Normally, device memory operations in a given queue are synchronized with `vkFreeMemory` by having a host thread wait on a fence signaled by that queue, and the wait happens-before the call to `vkFreeMemory` on the host.

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<sub>X</sub> and A<sub>Y</sub>. 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<sub>X</sub> and C is program-ordered before Y in A<sub>Y</sub>.
- A<sub>X</sub> and A<sub>Y</sub> are in the same instance of C’s execution scope.

If shader invocations A<sub>X</sub> and A<sub>Y</sub> 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 87. 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>Formats described in the “S3TC Compressed Texture Image Formats” chapter</td>
<td></td>
</tr>
<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>Formats described in the “RGTC Compressed Texture Image Formats” chapter</td>
<td></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>Formats described in the “BPTC Compressed Texture Image Formats” chapter</td>
<td></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 88. 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 89. Mapping of Vulkan ASTC formats to descriptions

<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.

The ASTC decode mode is decode_float16.

Note that an implementation **may** use HDR mode when linear LDR mode is requested.
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 1.3

Vulkan Version 1.3 promoted a number of key extensions into the core API:

- VK_KHR_copy_commands2
- VK_KHR_dynamic_rendering
- VK_KHR_format_feature_flags2
- VK_KHR_maintenance4
- VK_KHR_shader_integer_dot_product
- VK_KHR_shader_non_semantic_info
- VK_KHR_shader_terminate_invocation
- VK_KHR_synchronization2
- VK_KHR_zero_initialize_workgroup_memory
- VK_EXT_4444_formats
- VK_EXT_extended_dynamic_state
- VK_EXT_extended_dynamic_state2
- VK_EXT_image_robustness
- VK_EXT_inline_uniform_block
- VK_EXT_pipeline_creation_cache_control
- VK_EXT_pipeline_creation_feedback
- VK_EXT_private_data
- VK_EXT_shader_demote_to_helper_invocation
- VK_EXT_subgroup_size_control
- VK_EXT_texel_buffer_alignment
- VK_EXT_texture_compression_astc_hdr
• VK_EXT_tooling_info

• VK_EXT_ycbcr_2plane_444_formats

All differences in behavior between these extensions and the corresponding Vulkan 1.3 functionality are summarized below.

**Differences Relative to VK_EXT_4444_formats**

If the **VK_EXT_4444_formats** extension is not supported, support for all formats defined by it are optional in Vulkan 1.3. There are no members in the `VkPhysicalDeviceVulkan13Features` structure corresponding to the `VkPhysicalDevice4444FormatsFeaturesEXT` structure.

**Differences Relative to VK_EXT_extended_dynamic_state**

All dynamic state enumerants and entry points defined by **VK_EXT_extended_dynamic_state** are required in Vulkan 1.3. There are no members in the `VkPhysicalDeviceVulkan13Features` structure corresponding to the `VkPhysicalDeviceExtendedDynamicStateFeaturesEXT` structure.

**Differences Relative to VK_EXT_extended_dynamic_state2**

The optional dynamic state enumerants and entry points defined by **VK_EXT_extended_dynamic_state2** for patch control points and logic op are not promoted in Vulkan 1.3. There are no members in the `VkPhysicalDeviceVulkan13Features` structure corresponding to the `VkPhysicalDeviceExtendedDynamicState2FeaturesEXT` structure.

**Differences Relative to VK_EXT_texel_buffer_alignment**

The more specific alignment requirements defined by `VkPhysicalDeviceTexelBufferAlignmentProperties` are required in Vulkan 1.3. There are no members in the `VkPhysicalDeviceVulkan13Features` structure corresponding to the `VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT` structure. The `texelBufferAlignment` feature is enabled if using a Vulkan 1.3 instance.

**Differences Relative to VK_EXT_texture_compression_astc_hdr**

If the **VK_EXT_texture_compression_astc_hdr** extension is not supported, support for all formats defined by it are optional in Vulkan 1.3. The `textureCompressionASTC_HDR` member of `VkPhysicalDeviceVulkan13Features` indicates whether a Vulkan 1.3 implementation supports these formats.

**Differences Relative to VK_EXT_ycbcr_2plane_444_formats**

If the **VK_EXT_ycbcr_2plane_444_formats** extension is not supported, support for all formats defined by it are optional in Vulkan 1.3. There are no members in the `VkPhysicalDeviceVulkan13Features` structure corresponding to the `VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT` structure.
Additional Vulkan 1.3 Feature Support

In addition to the promoted extensions described above, Vulkan 1.3 added required support for:

- SPIR-V version 1.6
  - SPIR-V 1.6 deprecates (but does not remove) the `WorkgroupSize` decoration.
- The `bufferDeviceAddress` feature which indicates support for accessing memory in shaders as storage buffers via `vkGetBufferDeviceAddress`.
- The `vulkanMemoryModel` and `vulkanMemoryModelDeviceScope` features, which indicate support for the corresponding Vulkan Memory Model capabilities.
- The `maxInlineUniformTotalSize` limit is added to provide the total size of all inline uniform block bindings in a pipeline layout.

New Macros

- `VK_API_VERSION_1_3`

New Base Types

- `VkFlags64`

New Object Types

- `VkPrivateDataSlot`

New Commands

- `vkCmdBeginRendering`
- `vkCmdBindVertexBuffers2`
- `vkCmdBlitImage2`
- `vkCmdCopyBuffer2`
- `vkCmdCopyBufferToImage2`
- `vkCmdCopyImage2`
- `vkCmdCopyImageToBuffer2`
- `vkCmdEndRendering`
- `vkCmdPipelineBarrier2`
- `vkCmdResetEvent2`
- `vkCmdResolveImage2`
- `vkCmdSetCullMode`
- `vkCmdSetDepthBiasEnable`
- `vkCmdSetDepthBoundsTestEnable`
- `vkCmdSetDepthCompareOp`
• vkCmdSetDepthTestEnable
• vkCmdSetDepthWriteEnable
• vkCmdSetEvent2
• vkCmdSetFrontFace
• vkCmdSetPrimitiveRestartEnable
• vkCmdSetPrimitiveTopology
• vkCmdSetRasterizerDiscardEnable
• vkCmdSetScissorWithCount
• vkCmdSetStencilOp
• vkCmdSetStencilTestEnable
• vkCmdSetViewportWithCount
• vkCmdWaitEvents2
• vkCmdWriteTimestamp2
• vkCreatePrivateDataSlot
• vkDestroyPrivateDataSlot
• vkGetDeviceBufferMemoryRequirements
• vkGetDeviceImageMemoryRequirements
• vkGetDeviceImageSparseMemoryRequirements
• vkGetPhysicalDeviceToolProperties
• vkGetPrivateData
• vkQueueSubmit2
• vkSetPrivateData

New Structures

• VkBlitImageInfo2
• VkBufferCopy2
• VkBufferCopy2
• VkBufferImageCopy2
• VkBufferMemoryBarrier2
• VkCommandBufferSubmitInfo
• VkCopyBufferInfo2
• VkCopyBufferToImageInfo2
• VkCopyImageInfo2
• VkCopyImageToBufferInfo2
• VkDependencyInfo
• VkDeviceBufferMemoryRequirements
• VkDeviceImageMemoryRequirements
• VkImageBlit2
• VkImageCopy2
• VkImageMemoryBarrier2
• VkImageResolve2
• VkPhysicalDeviceToolProperties
• VkPipelineCreationFeedback
• VkPrivateDataSlotCreateInfo
• VkRenderingAttachmentCreateInfo
• VkRenderingInfo
• VkResolveImageCreateInfo2
• VkSemaphoreSubmitInfo
• VkSubmitInfo2

Extending VkCommandBufferInheritanceInfo:
  ◦ VkCommandBufferInheritanceRenderingInfo

Extending VkDescriptorPoolCreateInfo:
  ◦ VkDescriptorPoolInlineUniformBlockCreateInfo

Extending VkDeviceCreateInfo:
  ◦ VkDevicePrivateDataCreateInfo

Extending VkFormatProperties2:
  ◦ VkFormatProperties3

Extending VkGraphicsPipelineCreateInfo:
  ◦ VkPipelineRenderingCreateInfo

Extending VkGraphicsPipelineCreateInfo, VkComputePipelineCreateInfo, VkRayTracingPipelineCreateInfoNV, VkRayTracingPipelineCreateInfoKHR, VkExecutionGraphPipelineCreateInfoAMD:
  ◦ VkPipelineCreationFeedbackCreateInfo

Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceDynamicRenderingFeatures
  ◦ VkPhysicalDeviceImageRobustnessFeatures
  ◦ VkPhysicalDeviceInlineUniformBlockFeatures
  ◦ VkPhysicalDeviceMaintenance4Features
  ◦ VkPhysicalDevicePipelineCreationCacheControlFeatures
  ◦ VkPhysicalDevicePrivateDataFeatures
  ◦ VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures
- VkPhysicalDeviceShaderIntegerDotProductFeatures
- VkPhysicalDeviceShaderTerminateInvocationFeatures
- VkPhysicalDeviceSubgroupSizeControlFeatures
- VkPhysicalDeviceSynchronization2Features
- VkPhysicalDeviceTextureCompressionASTCHDRFeatures
- VkPhysicalDeviceVulkan13Features
- VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeatures

Extending VkPhysicalDeviceProperties2:
- VkPhysicalDeviceInlineUniformBlockProperties
- VkPhysicalDeviceMaintenance4Properties
- VkPhysicalDeviceShaderIntegerDotProductProperties
- VkPhysicalDeviceSubgroupSizeControlProperties
- VkPhysicalDeviceTexelBufferAlignmentProperties
- VkPhysicalDeviceVulkan13Properties

Extending VkPipelineShaderStageCreateInfo, VkShaderCreateInfoEXT:
- VkPipelineShaderStageRequiredSubgroupSizeCreateInfo

Extending VkSubpassDependency2:
- VkMemoryBarrier2

Extending VkWriteDescriptorSet:
- VkWriteDescriptorSetInlineUniformBlock

**New Enums**

- VkAccessFlagBits2
- VkFormatFeatureFlagBits2
- VkPipelineCreationFeedbackFlagBits
- VkPipelineStageFlagBits2
- VkRenderingFlagBits
- VkSubmitFlagBits
- VkToolPurposeFlagBits

**New Bitmasks**

- VkAccessFlags2
- VkFormatFeatureFlags2
- VkPipelineCreationFeedbackFlags
- VkPipelineStageFlags2
• VkPrivateDataSlotCreateFlags
• VkRenderingFlags
• VkSubmitFlags
• VkToolPurposeFlags

New Enum Constants

• Extending VkAccessFlagBits:
  ◦ VK_ACCESS_NONE

• Extending VkAttachmentStoreOp:
  ◦ VK_ATTACHMENT_STORE_OP_NONE

• Extending VkDescriptorType:
  ◦ VK_DESCRIPTOR_TYPE_INLINE_UNIFORM_BLOCK

• Extending VkDynamicState:
  ◦ VK_DYNAMIC_STATE_CULL_MODE
  ◦ VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE
  ◦ VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE
  ◦ VK_DYNAMIC_STATE_DEPTH_COMPARE_OP
  ◦ VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE
  ◦ VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE
  ◦ VK_DYNAMIC_STATE_FRONT_FACE
  ◦ VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE
  ◦ VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY
  ◦ VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE
  ◦ VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT
  ◦ VK_DYNAMIC_STATE_STENCIL_OP
  ◦ VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE
  ◦ VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE
  ◦ VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT

• Extending VkEventCreateFlagBits:
  ◦ VK_EVENT_CREATE_DEVICE_ONLY_BIT

• Extending VkFormat:
  ◦ VK_FORMAT_A4B4G4R4_UNORM_PACK16
  ◦ VK_FORMAT_A4R4G4B4_UNORM_PACK16
  ◦ VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK
  ◦ VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK
- `VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK`
- `VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK`
- `VK_FORMAT_ASTC_12x10_SFLOAT_BLOCK`
- `VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK`
- `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_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16`
- `VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16`
- `VK_FORMAT_G16_B16R16_2PLANE_444_UNORM`
- `VK_FORMAT_G8_B8R8_2PLANE_444_UNORM`

- Extending `VkImageAspectFlagBits`:
  - `VK_IMAGE_ASPECT_NONE`

- Extending `VkImageLayout`:
  - `VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL`
  - `VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL`

- Extending `VkObjectType`:
  - `VK_OBJECT_TYPE_PRIVATE_DATA_SLOT`

- Extending `VkPipelineCacheCreateFlagBits`:
  - `VK_PIPELINE_CACHE_CREATE_EXTERNALLY_SYNCHRONIZED_BIT`

- Extending `VkPipelineCreateFlagBits`:
  - `VK_PIPELINE_CREATE_EARLY_RETURN_ON_FAILURE_BIT`
  - `VK_PIPELINE_CREATE_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT`

- Extending `VkPipelineShaderStageCreateFlagBits`:
  - `VK_PIPELINE_SHADER_STAGE_CREATE.Allow.VARYING_SUBGROUP_SIZE_BIT`
  - `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT`

- Extending `VkPipelineStageFlagBits`:
  - `VK_PIPELINE_STAGE_NONE`

- Extending `VkResult`:
  - `VK_PIPELINE_COMPILE_REQUIRED`
Extending VkStructureType:

- VK_STRUCTURE_TYPE_BLIT_IMAGE_INFO_2
- VK_STRUCTURE_TYPE_BUFFER_COPY_2
- VK_STRUCTURE_TYPE_BUFFER_IMAGE_COPY_2
- VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2
- VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_RENDERING_INFO
- VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO
- VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2
- VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2
- VK_STRUCTURE_TYPE_COPY_IMAGE_INFO_2
- VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2
- VK_STRUCTURE_TYPE_DEPENDENCY_INFO
- VK_STRUCTURE_TYPE_DESCRIPTOR_POOL_INLINE_UNIFORM_BLOCK_CREATE_INFO
- VK_STRUCTURE_TYPE_DEVICE_BUFFER_MEMORY_REQUIREMENTS
- VK_STRUCTURE_TYPE_DEVICE_IMAGE_MEMORY_REQUIREMENTS
- VK_STRUCTURE_TYPE_DEVICE_PRIVATE_DATA_CREATE_INFO
- VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_3
- VK_STRUCTURE_TYPE_IMAGE_BLIT_2
- VK_STRUCTURE_TYPE_IMAGE_COPY_2
- VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2
- VK_STRUCTURE_TYPE_IMAGE_RESOLVE_2
- VK_STRUCTURE_TYPE_MEMORY_BARRIER_2
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_ROBUSTNESS_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INLINE_UNIFORM_BLOCK_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INLINE_UNIFORM_BLOCK_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PIPELINE_CREATION_CACHE_CONTROL_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRIVATE_DATA_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DEMOTE_TO_HELPER_INVOCATION_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_FEATURES

2576
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXTURE_COMPRESSION_ASTC_HDR_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TOOL_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_3_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_3_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ZERO_INITIALIZE_WORKGROUP_MEMORY_FEATURES
VK_STRUCTURE_TYPE_PIPELINE_CREATION_FEEDBACK_CREATE_INFO
VK_STRUCTURE_TYPE_PIPELINE_RENDERING_CREATE_INFO
VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_REQUIRED_SUBGROUP_SIZE_CREATE_INFO
VK_STRUCTURE_TYPE_PRIVATE_DATA_SLOT_CREATE_INFO
VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_INFO
VK_STRUCTURE_TYPE_RENDERING_INFO
VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO
VK_STRUCTURE_TYPE_SUBMIT_INFO_2
VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET_INLINE_UNIFORM_BLOCK

**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_imagelessFramebuffer
- 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. 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`.

---

2579
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:
  ◦ VkAttachmentDescriptionStencilLayout

• Extending VkAttachmentReference2:
  ◦ VkAttachmentReferenceStencilLayout

• Extending VkBufferCreateInfo:
  ◦ VkBufferOpaqueCaptureAddressCreateInfo

• Extending VkDescriptorSetAllocateInfo:
  ◦ VkDescriptorSetVariableDescriptorCountAllocateInfo

• Extending VkDescriptorSetLayoutCreateInfo:
  ◦ VkDescriptorSetLayoutBindingFlagsCreateInfo

• Extending VkDescriptorSetLayoutSupport:
  ◦ VkDescriptorSetVariableDescriptorCountLayoutSupport

• Extending VkFramebufferCreateInfo:
  ◦ VkFramebufferAttachmentsCreateInfo

• Extending VkImageCreateInfo, VkPhysicalDeviceImageFormatInfo2:
- VkImageStencilUsageCreateInfo

- Extending VkImageCreateInfo, VkSwapchainCreateInfoKHR, VkPhysicalDeviceImageFormatInfo2:
  - VkImageFormatListCreateInfo

- Extending VkMemoryAllocateInfo:
  - VkMemoryOpaqueCaptureAddressAllocateInfo

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDevice8BitStorageFeatures
  - VkPhysicalDeviceBufferDeviceAddressFeatures
  - VkPhysicalDeviceDescriptorIndexingFeatures
  - VkPhysicalDeviceHostQueryResetFeatures
  - VkPhysicalDeviceImagelessFramebufferFeatures
  - VkPhysicalDeviceScalarBlockLayoutFeatures
  - VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures
  - VkPhysicalDeviceShaderAtomicInt64Features
  - VkPhysicalDeviceShaderFloat16Int8Features
  - VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures
  - VkPhysicalDeviceTimelineSemaphoreFeatures
  - VkPhysicalDeviceUniformBufferStandardLayoutFeatures
  - VkPhysicalDeviceVulkan11Features
  - VkPhysicalDeviceVulkan12Features

- 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_MAX_DRIVER_INFO_SIZE`
- \texttt{VK\_FRAMEBUFFER\_CREATE\_IMAGELESS\_BIT}

- \textbf{Extending \texttt{VkImageLayout}:}
  - \texttt{VK\_IMAGE\_LAYOUT\_DEPTH\_ATTACHMENT\_OPTIMAL}
  - \texttt{VK\_IMAGE\_LAYOUT\_DEPTH\_READ\_ONLY\_OPTIMAL}
  - \texttt{VK\_IMAGE\_LAYOUT\_STENCIL\_ATTACHMENT\_OPTIMAL}
  - \texttt{VK\_IMAGE\_LAYOUT\_STENCIL\_READ\_ONLY\_OPTIMAL}

- \textbf{Extending \texttt{VkMemoryAllocateFlagBits}:}
  - \texttt{VK\_MEMORY\_ALLOCATE\_DEVICE\_ADDRESS\_BIT}
  - \texttt{VK\_MEMORY\_ALLOCATE\_DEVICE\_ADDRESS\_CAPTURE\_REPLAY\_BIT}

- \textbf{Extending \texttt{VkResult}:}
  - \texttt{VK\_ERROR\_FRAGMENTATION}
  - \texttt{VK\_ERROR\_INVALID\_OPAQUE\_CAPTURE\_ADDRESS}

- \textbf{Extending \texttt{VkSamplerAddressMode}:}
  - \texttt{VK\_SAMPLER\_ADDRESS\_MODE\_MIRROR\_CLAMP\_TO\_EDGE}

- \textbf{Extending \texttt{VkStructureType}:}
  - \texttt{VK\_STRUCTURE\_TYPE\_ATTACHMENT\_DESCRIPTION\_2}
  - \texttt{VK\_STRUCTURE\_TYPE\_ATTACHMENT\_DESCRIPTION\_STENCIL\_LAYOUT}
  - \texttt{VK\_STRUCTURE\_TYPE\_ATTACHMENT\_REFERENCE\_2}
  - \texttt{VK\_STRUCTURE\_TYPE\_ATTACHMENT\_REFERENCE\_STENCIL\_LAYOUT}
  - \texttt{VK\_STRUCTURE\_TYPE\_BUFFER\_DEVICE\_ADDRESS\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_BUFFER\_OPAQUE\_CAPTURE\_ADDRESS\_CREATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_DESCRIPTION\_SET\_LAYOUT\_BINDING\_FLAGS\_CREATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_DESCRIPTION\_SET\_VARIABLE\__DESCRIPTOR\_COUNT\_ALLOCATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_DESCRIPTION\_SET\_VARIABLE\__DESCRIPTOR\_COUNT\_LAYOUT\_SUPPORT}
  - \texttt{VK\_STRUCTURE\_TYPE\_DEVICE\_MEMORY\_OPAQUE\_CAPTURE\_ADDRESS\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_FRAMEBUFFER\_ATTACHMENTS\_CREATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_FRAMEBUFFER\_ATTACHMENT\_IMAGE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_IMAGE\_FORMAT\_LIST\_CREATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_IMAGE\_STENCIL\_USAGE\_CREATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_MEMORY\_OPAQUE\_CAPTURE\_ADDRESS\_ALLOCATE\_INFO}
  - \texttt{VK\_STRUCTURE\_TYPE\_PHYSICAL\_DEVICE\_8BIT\_STORAGE\_FEATURES}
  - \texttt{VK\_STRUCTURE\_TYPE\_PHYSICAL\_DEVICE\_BUFFER\_DEVICE\_ADDRESS\_FEATURES}
  - \texttt{VK\_STRUCTURE\_TYPE\_PHYSICAL\_DEVICE\_DEPTH\_STENCIL\_RESOLVE\_PROPERTIES}
  - \texttt{VK\_STRUCTURE\_TYPE\_PHYSICAL\_DEVICE\_DESCRIPTOR\_INDEXING\_FEATURES}
  - \texttt{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_EXTENDED_TYPES_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:
  ◦ 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
• 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:
- 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_422_UNORM_4PACK16
- `VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16`
- `VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16`
- `VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16`
- `VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16`
- `VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16`
- `VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16`
- `VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16`
- `VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16`
- `VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16`
- `VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16`
- `VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16`
- `VK_FORMAT_G16B16G16R16_422_UNORM`
- `VK_FORMAT_G16_B16R16_2PLANE_420_UNORM`
- `VK_FORMAT_G16_B16R16_2PLANE_422_UNORM`
- `VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM`
- `VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM`
- `VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM`
- `VK_FORMAT_G8B8G8R8_422_UNORM`
- `VK_FORMAT_G8_B8R8_2PLANE_420_UNORM`
- `VK_FORMAT_G8_B8R8_2PLANE_422_UNORM`
- `VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM`
- `VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM`
- `VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM`
- `VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16`
- `VK_FORMAT_R10X6G10X6_B10X6A10X6_UNORM_2PACK16`
- `VK_FORMAT_R10X6_B10X6A10X6_UNORM_PACK16`
- `VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16`
- `VK_FORMAT_R12X4G12X4_B12X4A12X4_UNORM_2PACK16`
- `VK_FORMAT_R12X4_B12X4A12X4_UNORM_PACK16`

- **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`
- **E_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`
• 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_TYPE_DEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO
  • VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO
  • VK_STRUCTURE_TYPE_DEVICE_GROUP_RENDER_PASS_BEGIN_INFO
  • VK_STRUCTURE_TYPEDEVICE_GROUP_SUBMIT_INFO
  • VK_STRUCTURE_TYPEDEVICE_QUEUE_INFO_2
  • VK_STRUCTURE_TYPE_EXPORT_FENCE_CREATE_INFO
  • VK_STRUCTURE_TYPE_EXPORT_MEMORY_ALLOCATE_INFO
  • VK_STRUCTURE_TYPE_EXPORT_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_SHADER_DRAW_PARAMETER_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_PHYSICAL_DEVICE_VARIABLE_POINTER_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
- VkSampleMask

New Object Types

- VkBuffer
- VkBufferView
- VkCommandBuffer
- VkCommandPool
- VkDescriptorPool
• VkDescriptorSet
• VkDescriptorSetLayout
• VkDevice
• VkDeviceMemory
• VkEvent
• VkFence
• VkFramebuffer
• VkImage
• VkImageView
• VkInstance
• VkPhysicalDevice
• VkPipeline
• VkPipelineCache
• VkPipelineLayout
• VkQueryPool
• VkQueue
• VkRenderPass
• VkSampler
• VkSemaphore
• VkShaderModule

New Commands

• vkAllocateCommandBuffers
• vkAllocateDescriptorSets
• vkAllocateMemory
• vkBeginCommandBuffer
• vkBindBufferMemory
• vkBindImageMemory
• vkCmdBeginQuery
• vkCmdBeginRenderPass
• vkCmdBindDescriptorSets
• vkCmdBindIndexBuffer
• vkCmdBindPipeline
• vkCmdBindVertexBuffers
• 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
- VkClearRect
- 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
• 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:
  ◦ VkShaderModuleCreateInfo

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
• VkQueryControlFlagBits
• VkQueryPipelineStatisticFlagBits
• VkQueryResultFlagBits
• VkQueryType
• VkQueueFlagBits
• VkRenderPassCreateFlagBits
• VkResult
• VkSampleCountFlagBits
• VkSamplerAddressMode
• VkSamplerCreateFlagBits
• $\text{VkSamplerMipmapMode}$
• $\text{VkShaderStageFlagBits}$
• $\text{VkSharingMode}$
• $\text{VkSparseImageFormatFlagBits}$
• $\text{VkSparseMemoryBindFlagBits}$
• $\text{VkStencilFaceFlagBits}$
• $\text{VkStencilOp}$
• $\text{VkStructureType}$
• $\text{VkSubpassContents}$
• $\text{VkSubpassDescriptionFlagBits}$
• $\text{VkSystemAllocationScope}$
• $\text{VkVendorId}$
• $\text{VkVertexInputRate}$

**New Bitmasks**

• $\text{VkAccessFlags}$
• $\text{VkAttachmentDescriptionFlags}$
• $\text{VkBufferCreateFlags}$
• $\text{VkBufferUsageFlags}$
• $\text{VkBufferViewCreateFlags}$
• $\text{VkColorComponentFlags}$
• $\text{VkCommandBufferResetFlags}$
• $\text{VkCommandBufferUsageFlags}$
• $\text{VkCommandPoolCreateFlags}$
• $\text{VkCommandPoolResetFlags}$
• $\text{VkCullModeFlags}$
• $\text{VkDependencyFlags}$
• $\text{VkDescriptorPoolCreateFlags}$
• $\text{VkDescriptorPoolResetFlags}$
• $\text{VkDescriptorSetLayoutCreateFlags}$
• $\text{VkDeviceCreateFlags}$
• $\text{VkDeviceQueueCreateFlags}$
• $\text{VkEventCreateFlags}$
• $\text{VkFenceCreateFlags}$
• $\text{VkFormatFeatureFlags}$
• 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_HEAPS
- VK_MAX_MEMORY_TYPES
- VK_MAX_PHYSICAL_DEVICE_NAME_SIZE
- VK_QUEUE_FAMILY_IGNORED
- VK_REMAINING_ARRAY_LAYERS
- 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 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/vulkan/

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 Khronos (KHR) extensions.
- 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”.

2611
List of Current Extensions

- VK_KHR_acceleration_structure
- VK_KHR_android_surface
- VK_KHR_calibrated_timestamps
- VK_KHR_cooperative_matrix
- VK_KHR_deferred_host_operations
- VK_KHR_display
- VK_KHR_display_swapchain
- VK_KHR_dynamic_rendering_local_read
- VK_KHR_external_fence_fd
- VK_KHR_external_fence_win32
- VK_KHR_external_memory_fd
- VK_KHR_external_memory_win32
- VK_KHR_external_semaphore_fd
- VK_KHR_external_semaphore_win32
- VK_KHR_fragment_shader_barycentric
- 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_load_store_op_none
- VK_KHR_maintenance5
- VK_KHR_maintenance6
- VK_KHR_map_memory2
- VK_KHR_performance_query
- VK_KHR_pipeline_executable_properties
- VK_KHR_pipeline_library
- VK_KHR_portability Enumeration
- VK_KHR_present_id
- VK_KHR_present_wait
- VK_KHR_push_descriptor
• VK_KHR_ray_query
• VK_KHR_ray_tracing_maintenance1
• VK_KHR_ray_tracing_pipeline
• VK_KHR_ray_tracing_position_fetch
• VK_KHR_shader_clock
• VK_KHR_shader_expect_assume
• VK_KHR_shader_float_controls2
• VK_KHR_shader_maximal_reconvergence
• VK_KHR_shader_quad_control
• VK_KHR_shader_subgroup_rotate
• VK_KHR_shader_subgroup_uniform_control_flow
• VK_KHR_shared_presentable_image
• VK_KHR_surface
• VK_KHR_surface_protectedCapabilities
• VK_KHR_swapchain
• VK_KHR_swapchain Mutable format
• VK_KHR_vertex_attribute_divisor
• VK_KHR_video_decode_av1
• VK_KHR_video_decode_h264
• VK_KHR_video_decode_h265
• VK_KHR_video_decode_queue
• VK_KHR_video_encode_h264
• VK_KHR_video_encode_h265
• VK_KHR_video encode_queue
• VK_KHR_video maintenance1
• VK_KHR_video queue
• VK_KHR_wayland_surface
• VK_KHR_win32_keyed_mutex
• VK_KHR_win32_surface
• VK_KHR_workgroup_memory_explicit_layout
• VK_KHR_xcb_surface
• VK_KHR_xlib_surface
• VK_EXT attachment_feedback_loop_dynamic state
• VK_EXT attachment_feedback_loop_layout
• VK_EXT depth bias control
- VK_EXT_depth_clip_enable
- VK_EXT_depth_range_unrestricted
- VK_EXT_discard_rectangles
- VK_EXT_dynamic_rendering_unused_attachments
- VK_EXT_extended_dynamic_state3
- VK_EXT_external_memory_acquire_unmodified
- VK_EXT_frame_boundary
- VK_EXT_hdr_metadata
- VK_EXT_host_image_copy
- VK_EXT_layer_settings
- VK_EXT_nested_command_buffer
- VK_EXT_opacity_micromap
- VK_EXT_queue_family_foreign
- VK_EXT_shader_object
- VK_EXT_shader_tile_image
- VK_EXT_transform_feedback
VK_KHR_acceleration_structure

Name String
VK_KHR_acceleration_structure

Extension Type
Device extension

Registered Extension Number
151

Revision
13

Ratification Status
Ratified

Extension and Version Dependencies
Version 1.1
and
VK_EXT_descriptor_indexing
and
VK_KHR_buffer_device_address
or
Version 1.2
and
VK_KHR_deferred_host_operations

API Interactions
• Interacts with VK_VERSION_1_3
• Interacts with VK_EXT_debug_report
• Interacts with VK_KHR_format_feature_flags2

Contact
• Daniel Koch @dgkoch

Other Extension Metadata

Last Modified Date
2021-09-30

Contributors
• Samuel Bourasseau, Adobe
• Matthäus Chajdas, AMD
• Greg Grebe, AMD
• Nicolai Hähnle, AMD
• Tobias Hector, AMD
• Dave Oldcorn, AMD
• Skyler Saleh, AMD
• Mathieu Robart, Arm
• Marius Bjorge, Arm
• Tom Olson, Arm
• Sebastian Tafuri, EA
• Henrik Rydgard, Embark
• Juan Cañada, Epic Games
• Patrick Kelly, Epic Games
• Yuriy O'Donnell, Epic Games
• Michael Doggett, Facebook/Oculus
• Ricardo Garcia, Igalia
• Andrew Garrard, Imagination
• Don Scorgie, Imagination
• Dae Kim, Imagination
• Joshua Barczak, Intel
• Slawek Grajewski, Intel
• Jeff Bolz, NVIDIA
• Pascal Gautron, NVIDIA
• Daniel Koch, NVIDIA
• Christoph Kubisch, NVIDIA
• Ashwin Lele, NVIDIA
• Robert Stepinski, NVIDIA
• Martin Stich, NVIDIA
• Nuno Subtil, NVIDIA
• Eric Werness, NVIDIA
• Jon Leech, Khronos
• Jeroen van Schijndel, OTOY
• Juul Joosten, OTOY
• Alex Bourd, Qualcomm
• Roman Larionov, Qualcomm
• David McAllister, Qualcomm
• Lewis Gordon, Samsung
• Ralph Potter, Samsung
Description

In order to be efficient, rendering techniques such as ray tracing need a quick way to identify which primitives may be intersected by a ray traversing the geometries. Acceleration structures are the most common way to represent the geometry spatially sorted, in order to quickly identify such potential intersections.

This extension adds new functionalities:

- Acceleration structure objects and build commands
- Structures to describe geometry inputs to acceleration structure builds
- Acceleration structure copy commands

New Object Types

- VkAccelerationStructureKHR

New Commands

- vkBuildAccelerationStructuresKHR
- vkCmdBuildAccelerationStructuresIndirectKHR
- vkCmdBuildAccelerationStructuresKHR
- vkCmdCopyAccelerationStructureKHR
- vkCmdCopyAccelerationStructureToMemoryKHR
- vkCmdCopyMemoryToAccelerationStructureKHR
- vkCmdWriteAccelerationStructuresPropertiesKHR
- vkCopyAccelerationStructureKHR
- vkCopyAccelerationStructureToMemoryKHR
- vkCopyMemoryToAccelerationStructureKHR
- vkCreateAccelerationStructureKHR
- vkDestroyAccelerationStructureKHR
- vkGetAccelerationStructureBuildSizesKHR
- vkGetAccelerationStructureDeviceAddressKHR
- vkGetDeviceAccelerationStructureCompatibilityKHR
- vkWriteAccelerationStructuresPropertiesKHR
New Structures

- VkAabbPositionsKHR
- VkAccelerationStructureBuildGeometryInfoKHR
- VkAccelerationStructureBuildRangeInfoKHR
- VkAccelerationStructureBuildSizesInfoKHR
- VkAccelerationStructureCreateInfoKHR
- VkAccelerationStructureDeviceAddressInfoKHR
- VkAccelerationStructureGeometryAabbsDataKHR
- VkAccelerationStructureGeometryInstancesDataKHR
- VkAccelerationStructureGeometryKHR
- VkAccelerationStructureGeometryTrianglesDataKHR
- VkAccelerationStructureInstanceKHR
- VkAccelerationStructureVersionInfoKHR
- VkCopyAccelerationStructureInfoKHR
- VkCopyAccelerationStructureToMemoryInfoKHR
- VkCopyMemoryToAccelerationStructureInfoKHR
- VkTransformMatrixKHR

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceAccelerationStructureFeaturesKHR

- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceAccelerationStructurePropertiesKHR

- Extending VkWriteDescriptorSet:
  - VkWriteDescriptorSetAccelerationStructureKHR

New Unions

- VkAccelerationStructureGeometryDataKHR
- VkDeviceOrHostAddressConstKHR
- VkDeviceOrHostAddressKHR

New Enums

- VkAccelerationStructureBuildTypeKHR
- VkAccelerationStructureCompatibilityKHR
- VkAccelerationStructureCreateFlagBitsKHR
- VkAccelerationStructureTypeKHR
- VkBuildAccelerationStructureFlagBitsKHR
- VkBuildAccelerationStructureModeKHR
- VkCopyAccelerationStructureModeKHR
- VkGeometryFlagBitsKHR
- VkGeometryInstanceFlagBitsKHR
- VkGeometryTypeKHR

New Bitmasks

- VkAccelerationStructureCreateFlagsKHR
- VkBuildAccelerationStructureFlagsKHR
- VkGeometryFlagsKHR
- VkGeometryInstanceFlagsKHR

New Enum Constants

- VK_KHR_ACCELERATION_STRUCTURE_EXTENSION_NAME
- VK_KHR_ACCELERATION_STRUCTURE_SPEC_VERSION

Extending VkAccessFlagBits:

- VK_ACCESS_ACCELERATION_STRUCTURE_READ_BIT_KHR
- VK_ACCESS_ACCELERATION_STRUCTURE_WRITE_BIT_KHR

Extending VkBufferUsageFlagBits:

- VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR
- VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR

Extending VkDescriptorType:

- VK_DESCRIPTOR_TYPE_ACCELERATION_STRUCTURE_KHR

Extending VkFormatFeatureFlagBits:

- VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR

Extending VkIndexType:

- VK_INDEX_TYPE_NONE_KHR

Extending VkObjectType:

- VK_OBJECT_TYPE_ACCELERATION_STRUCTURE_KHR

Extending VkPipelineStageFlagBits:

- VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

Extending VkQueryType:

- VK_QUERY_TYPE_ACCELERATION_STRUCTURE_COMPACTED_SIZE_KHR
- VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_SIZE_KHR

Extending VkStructureType:
If `VK_KHR_format_feature_flags2` or Version 1.3 is supported:

- Extending `VkFormatFeatureFlagBits2`:
  - `VK_FORMAT_FEATURE_2_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR`

**Issues**

(1) How does this extension differ from VK_NV_ray_tracing?

**DISCUSSION:**

The following is a summary of the main functional differences between `VK_KHR_acceleration_structure` and `VK_NV_ray_tracing`:

- added acceleration structure serialization / deserialization
  (VK_COPY_ACCELERATION_STRUCTURE_MODE_SERIALIZE_KHR,
   VK_COPY_ACCELERATION_STRUCTURE_MODE_DESERIALIZE_KHR,
   vkCmdCopyAccelerationStructureToMemoryKHR,
   vkCmdCopyMemoryToAccelerationStructureKHR)
- document inactive primitives and instances
- added `VkPhysicalDeviceAccelerationStructureFeaturesKHR` structure
- added indirect and batched acceleration structure builds
  (vkCmdBuildAccelerationStructuresIndirectKHR)
- added host acceleration structure commands
- reworked geometry structures so they could be better shared between device, host, and indirect builds
• explicitly made `VkAccelerationStructureKHR` use device addresses
• added acceleration structure compatibility check function
  (`vkGetDeviceAccelerationStructureCompatibilityKHR`)
• add parameter for requesting memory requirements for host and/or device build
• added format feature for acceleration structure build vertex formats
  (`VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR`)

(3) What are the changes between the public provisional (VK_KHR_ray_tracing v8) release and the
internal provisional (VK_KHR_ray_tracing v9) release?

• added `geometryFlags` to `VkAccelerationStructureCreateGeometryTypeInfoKHR` (later reworked to
  obsolete this)
• added `minAccelerationStructureScratchOffsetAlignment` property to
  `VkPhysicalDeviceRayTracingPropertiesKHR`
• fix naming and return enum from `vkGetDeviceAccelerationStructureCompatibilityKHR`
  ◦ renamed `VkAccelerationStructureVersionKHR` to `VkAccelerationStructureVersionInfoKHR`
  ◦ renamed `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_VERSION_KHR` to
    `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_VERSION_INFO_KHR`
  ◦ removed `VK_ERROR_INCOMPATIBLE_VERSION_KHR`
  ◦ added `VkAccelerationStructureCompatibilityKHR` enum
  ◦ remove return value from `vkGetDeviceAccelerationStructureCompatibilityKHR` and added
    return enum parameter
• Require Vulkan 1.1
• added creation time capture and replay flags
  ◦ added `VkAccelerationStructureCreateFlagBitsKHR` and
    `VkAccelerationStructureCreateFlagsKHR`
  ◦ renamed the `flags` member of `VkAccelerationStructureCreateInfoKHR` to `buildFlags` (later
    removed) and added the `createFlags` member
• change `vkCmdBuildAccelerationStructuresIndirectKHR` to use buffer device address for indirect
  parameter
• make `VK_KHR_deferred_host_operations` an interaction instead of a required extension (later
  went back on this)
• renamed `VkAccelerationStructureBuildOffsetInfoKHR` to `VkAccelerationStructureBuildRangeInfoKHR`
  ◦ renamed the `ppOffsetInfos` parameter of `vkCmdBuildAccelerationStructuresKHR` to
    `ppBuildRangeInfos`
• Re-unify geometry description between build and create
  ◦ remove `VkAccelerationStructureCreateGeometryTypeInfoKHR` and
    `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_CREATE_GEOMETRY_TYPE_INFO_KHR`
  ◦ added `VkAccelerationStructureCreateSizeInfoKHR` structure (later removed)
• change type of the pGeometryInfos member of VkAccelerationStructureCreateInfoKHR from VkAccelerationStructureCreateGeometryTypeInfoKHR to VkAccelerationStructureGeometryKHR (later removed)

• added pCreateSizeInfos member to VkAccelerationStructureCreateInfoKHR (later removed)

• Fix ppGeometries ambiguity, add pGeometries
  ◦ remove geometryArrayOfPointers member of VkAccelerationStructureBuildGeometryInfoKHR
  ◦ disambiguate two meanings of ppGeometries by explicitly adding pGeometries to the VkAccelerationStructureBuildGeometryInfoKHR structure and require one of them be NULL

• added nullDescriptor support for acceleration structures

• changed the update member of VkAccelerationStructureBuildGeometryInfoKHR from a bool to the mode VkBuildAccelerationStructureModeKHR enum which allows future extensibility in update types

• Clarify deferred host ops for pipeline creation
  ◦ VkDeferredOperationKHR is now a top-level parameter for vkBuildAccelerationStructuresKHR, vkCreateRayTracingPipelinesKHR, vkCopyAccelerationStructureToMemoryKHR, vkCopyAccelerationStructureKHR, and vkCopyMemoryToAccelerationStructureKHR
  ◦ removed VkDeferredOperationInfoKHR structure
  ◦ change deferred host creation/return parameter behavior such that the implementation can modify such parameters until the deferred host operation completes
  ◦ VK_KHR_deferred_host_operations is required again

• Change acceleration structure build to always be sized
  ◦ de-alias VkAccelerationStructureMemoryRequirementsTypeNV and VkAccelerationStructureMemoryRequirementsTypeKHR, and remove VkAccelerationStructureMemoryRequirementsTypeKHR
  ◦ add vkGetAccelerationStructureBuildSizesKHR command and VkAccelerationStructureBuildSizesInfoKHR structure and VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_BUILD_SIZES_INFO_KHR enum to query sizes for acceleration structures and scratch storage
  ◦ move size queries for scratch space to vkGetAccelerationStructureBuildSizesKHR
  ◦ remove compactedSize, buildFlags, maxGeometryCount, pGeometryInfos, pCreateSizeInfos members of VkAccelerationStructureCreateInfoKHR and add the size member
  ◦ add maxVertex member to VkAccelerationStructureGeometryTrianglesDataKHR structure
  ◦ remove VkAccelerationStructureCreateInfoKHR structure

(4) What are the changes between the internal provisional (VK_KHR_ray_tracing v9) release and the final (VK_KHR_acceleration_structure v11) release?

• refactor VK_KHR_ray_tracing into 3 extensions, enabling implementation flexibility and decoupling ray query support from ray pipelines:
- **VK_KHR_acceleration_structure** (for acceleration structure operations)
- **VK_KHR_ray_tracing_pipeline** (for ray tracing pipeline and shader stages)
- **VK_KHR_ray_query** (for ray queries in existing shader stages)

- clarify buffer usage flags for ray tracing
  - **VK_BUFFER_USAGE_RAY_TRACING_BIT_NV** is left alone in **VK_NV_ray_tracing** (required on scratch and instanceData)
  - **VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR** is added as an alias of **VK_BUFFER_USAGE_RAY_TRACING_BIT_NV** in **VK_KHR_ray_tracing_pipeline** and is required on shader binding table buffers
  - **VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR** is added in **VK_KHR_acceleration_structure** for all vertex, index, transform, aabb, and instance buffer data referenced by device build commands
  - **VK_BUFFER_USAGE_STORAGE_BUFFER_BIT** is used for scratchData

- add max primitive counts (ppMaxPrimitiveCounts) to **vkCmdBuildAccelerationStructuresIndirectKHR**

- Allocate acceleration structures from VkBuffers and add a mode to constrain the device address
  - de-alias **VkBindAccelerationStructureMemoryInfoNV** and **vkBindAccelerationStructureMemoryNV**, and remove **VkBindAccelerationStructureMemoryInfoKHR**, **VkAccelerationStructureMemoryRequirementsInfoKHR**, and **vkGetAccelerationStructureMemoryRequirementsKHR**
  - acceleration structures now take a VkBuffer and offset at creation time for memory placement
  - add a new **VK_BUFFER_USAGE_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR** buffer usage for such buffers
  - add a new **VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR** acceleration structure type for layering

- move **VK_GEOMETRY_TYPE_INSTANCES_KHR** to main enum instead of being added via extension

- make build commands more consistent - all now build multiple acceleration structures and are named plurally (**vkCmdBuildAccelerationStructuresIndirectKHR**, **vkCmdBuildAccelerationStructuresKHR**, **vkBuildAccelerationStructuresKHR**)

- add interactions with **VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT** for acceleration structures, including a new feature (**descriptorBindingAccelerationStructureUpdateAfterBind**) and 3 new properties (**maxPerStageDescriptorAccelerationStructures**, **maxPerStageDescriptorUpdateAfterBindAccelerationStructures**, **maxDescriptorSetUpdateAfterBindAccelerationStructures**)

- extension is no longer provisional

- define synchronization requirements for builds, traces, and copies

- define synchronization requirements for AS build inputs and indirect build buffer

(5) What is **VK_ACCELERATION_STRUCTURE_TYPE_GENERIC_KHR** for?
**RESOLVED:** It is primarily intended for API layering. In DXR, the acceleration structure is basically just a buffer in a special layout, and you do not know at creation time whether it will be used as a top or bottom level acceleration structure. We thus added a generic acceleration structure type whose type is unknown at creation time, but is specified at build time instead. Applications which are written directly for Vulkan should not use it.

**Version History**

- **Revision 1, 2019-12-05** (Members of the Vulkan Ray Tracing TSG)
  - Internal revisions (forked from VK_NV_ray_tracing)
- **Revision 2, 2019-12-20** (Daniel Koch, Eric Werness)
  - Add const version of DeviceOrHostAddress (!3515)
  - Add VU to clarify that only handles in the current pipeline are valid (!3518)
  - Restore some missing VUs and add in-place update language (#1902, !3522)
  - rename VkAccelerationStructureInstanceKHR member from accelerationStructure to accelerationStructureReference to better match its type (13523)
  - Allow VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS for pipeline creation if shader group handles cannot be reused (13523)
  - update documentation for the VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS error code and add missing documentation for new return codes from VK_KHR_deferred_host_operations (13523)
  - list new query types for VK_KHR_ray_tracing (13523)
  - Fix VU statements for VkAccelerationStructureGeometryKHR referring to correct union members and update to use more current wording (13523)
- **Revision 3, 2020-01-10** (Daniel Koch, Jon Leech, Christoph Kubisch)
  - Fix ‘instance of’ and ‘that/which contains/defines’ markup issues (!3528)
  - factor out VK_KHR_pipeline_library as stand-alone extension (!3540)
  - Resolve Vulkan-hpp issues (!3543)
    - add missing require for VkGeometryInstanceFlagsKHR
    - de-alias VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_CREATE_INFO_NV since the KHR structure is no longer equivalent
    - add len to pDataSize attribute for vkWriteAccelerationStructuresPropertiesKHR
- **Revision 4, 2020-01-23** (Daniel Koch, Eric Werness)
  - Improve vkWriteAccelerationStructuresPropertiesKHR, add return value and VUs (#1947)
  - Clarify language to allow multiple raygen shaders (#1959)
  - Various editorial feedback (!3556)
  - Add language to help deal with looped self-intersecting fans (#1901)
  - Change vkCmdTraceRays{,Indirect}KHR args to pointers (#3559)
  - Add scratch address validation language (#1941, !3551)
• Fix definition and add hierarchy information for shader call scope (#1977, #3571)
• Revision 5, 2020-02-04 (Eric Werness, Jeff Bolz, Daniel Koch)
  ◦ remove vestigial accelerationStructureUUID (#3582)
  ◦ update definition of repack instructions and improve memory model interactions (#1910, #1913, #3584)
  ◦ Fix wrong sType for VkPhysicalDeviceRayTracingFeaturesKHR (#1988)
  ◦ Use provisional SPIR-V capabilities (#1987)
  ◦ require rayTraversalPrimitiveCulling if rayQuery is supported (#1927)
  ◦ Miss shaders do not have object parameters (#3592)
  ◦ Fix missing required types in XML (#3592)
  ◦ clarify matching conditions for update (#3592)
  ◦ add goal that host and device builds be similar (#3592)
  ◦ clarify that maxPrimitiveCount limit should apply to triangles and AABBs (#3592)
  ◦ Require alignment for instance arrayOfPointers (#3592)
  ◦ Zero is a valid value for instance flags (#3592)
  ◦ Add some alignment VUs that got lost in refactoring (#3592)
  ◦ Recommend TMin epsilon rather than culling (#3592)
  ◦ Get angle from dot product not cross product (#3592)
  ◦ Clarify that AH can access the payload and attributes (#3592)
  ◦ Match DXR behavior for inactive primitive definition (#3592)
  ◦ Use a more generic term than degenerate for inactive to avoid confusion (#3592)
• Revision 6, 2020-02-20 (Daniel Koch)
  ◦ fix some dangling NV references (#1996)
  ◦ rename VkCmdTraceRaysIndirectCommandKHR to VkTraceRaysIndirectCommandKHR (#3607)
  ◦ update contributor list (#3611)
  ◦ use uint64_t instead of VkAccelerationStructureReferenceKHR in VkAccelerationStructureInstanceKHR (#2004)
• Revision 7, 2020-02-28 (Tobias Hector)
  ◦ remove HitTKHR SPIR-V builtin (spirv/spirv-extensions#7)
• Revision 8, 2020-03-06 (Tobias Hector, Dae Kim, Daniel Koch, Jeff Bolz, Eric Werness)
  ◦ explicitly state that Tmax is updated when new closest intersection is accepted (#2020,#3536)
  ◦ Made references to min and max t values consistent (#3644)
  ◦ finish enumerating differences relative to VK_NV_ray_tracing in issues (1) and (2) (#1974,#3642)
  ◦ fix formatting in some math equations (#3642)
- Restrict the Hit Kind operand of `OpReportIntersectionKHR` to 7-bits ([spirv/spirv-extensions#8,3646])

- Say ray tracing `should` be watertight ([#2008,3631])

- Clarify memory requirements for ray tracing buffers ([#2005,3649])

- Add callable size limits ([#1997,3652])

- **Revision 9, 2020-04-15 (Eric Werness, Daniel Koch, Tobias Hector, Joshua Barczak)**
  - Add geometry flags to acceleration structure creation ([3672])
  - Add build scratch memory alignment (`minAccelerationStructureScratchOffsetAlignment`) ([#2065,3725])
  - Fix naming and return enum from `vkGetDeviceAccelerationStructureCompatibilityKHR` ([#2051,3726])
  - Require SPIR-V 1.4 ([#2096,3777])
  - Added creation time capture/replay flags ([#2014,3774])
  - Require Vulkan 1.1 ([#2133,3806])
  - Use device addresses instead of `VkBuffers` for ray tracing commands ([#2074,3815])
  - Add interactions with Vulkan 1.2 and VK_KHR_vulkan_memory_model ([#2133,3830])
  - Make VK_KHR_pipeline_library an interaction instead of required ([#2045,#2108,3830])
  - Make VK_KHR_deferred_host_operations an interaction instead of required ([#2045,3830])
  - Removed maxCallableSize and added explicit stack size management for ray pipelines ([#1997,3817,#3772,#3844])
  - Improved documentation for `VkAccelerationStructureVersionInfoKHR` ([#2135,3835])
  - Rename `VkAccelerationStructureBuildOffsetInfoKHR` to `VkAccelerationStructureBuildRangeInfoKHR` ([#2058,3754])
  - Re-unify geometry description between build and create ([3754])
  - Fix ppGeometries ambiguity, add pGeometries ([#2032,3811])
  - Add interactions with VK_EXT_robustness2 and allow nullDescriptor support for acceleration structures ([#1920,3848])
  - Add future extensibility for AS updates ([#2114,3849])
  - Fix VU for dispatchrays and add a limit on the size of the full grid ([#2160,3851])
  - Add shaderGroupHandleAlignment property ([#2180,3875])
  - Clarify deferred host ops for pipeline creation ([#2067,3813])
  - Change acceleration structure build to always be sized ([#2131,#2197,#2198,3854,3883,3880])

- **Revision 10, 2020-07-03 (Mathieu Robart, Daniel Koch, Eric Werness, Tobias Hector)**
  - Decomposition of the specification, from VK_KHR_ray_tracing to VK_KHR_acceleration_structure ([#1918,3912])
  - Clarify buffer usage flags for ray tracing ([#2181,3939])
• add max primitive counts to build indirect command (#2233,!3944)
• Allocate acceleration structures from VkBuffers and add a mode to constrain the device address (#2131,!3936)
• Move VK_GEOMETRY_TYPE_INSTANCES_KHR to main enum (#2243,!3952)
• make build commands more consistent (#2247,!3958)
• add interactions with UPDATE_AFTER_BIND (#2128,!3986)
• correct and expand build command VUs (!4020)
• fix copy command VUs (14018)
• added various alignment requirements (#2229,!3943)
• fix valid usage for arrays of geometryCount items (#2198,!4010)
• define what is allowed to change on RTAS updates and relevant VUs (#2177,!3961)

• Revision 11, 2020-11-12 (Eric Werness, Josh Barczak, Daniel Koch, Tobias Hector)
  • de-alias NV and KHR acceleration structure types and associated commands (#2271,!4035)
  • specify alignment for host copy commands (#2273,!4037)
  • document VK_FORMAT_FEATURE_ACCELERATION_STRUCTURE_VERTEX_BUFFER_BIT_KHR
  • specify that acceleration structures are non-linear (#2289,!4068)
  • add several missing VUs for strides, vertexFormat, and indexType (#2315,!4069)
  • restore VUs for VkAccelerationStructureBuildGeometryInfoKHR (#2337,!4098)
  • ban multi-instance memory for host operations (#2324,!4102)
  • allow dstAccelerationStructure to be null for vkGetAccelerationStructureBuildSizesKHR (#2330,!4111)
  • more build VU cleanup (#2138,#4130)
  • specify host endianness for AS serialization (#2261,!4136)
  • add invertible transform matrix VU (#1710,!4140)
  • require geometryCount to be 1 for TLAS builds (!4145)
  • improved validity conditions for build addresses (#4142)
  • add single statement SPIR-V VUs, build limit VUs (#4158)
  • document limits for vertex and aabb strides (#2390,#4184)
  • specify that VK_PIPELINE_STAGE_ACCELERATION_STRUCTURE_BUILD_BIT_KHR applies to AS copies (#2382,#4173)
  • define sync for AS build inputs and indirect buffer (#2407,#4208)

• Revision 12, 2021-08-06 (Samuel Bourasseau)
  • rename VK_GEOMETRY_INSTANCE_TRIANGLE_FRONT_COUNTERCLOCKWISE_BIT_KHR to VK_GEOMETRY_INSTANCE_TRIANGLE_FLIP_FACING_BIT_KHR (keep previous as alias).
  • Clarify description and add note.

• Revision 13, 2021-09-30 (Jon Leech)
Add interaction with VK_KHR_format_feature_flags2 to vk.xml

VK_KHR_android_surface

Name String
VK_KHR_android_surface

Extension Type
Instance extension

Registered Extension Number
9

Revision
6

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_surface

Contact
• Jesse Hall @critsec

Other Extension Metadata

Last Modified Date
2016-01-14

IP Status
No known IP claims.

Contributors
• Patrick Doane, Blizzard
• Faith Ekstrand, Intel
• Ian Elliott, LunarG
• Courtney Goeltzenleuchter, LunarG
• Jesse Hall, Google
• James Jones, NVIDIA
• Antoine Labour, Google
• Jon Leech, Khronos
• David Mao, AMD
• Norbert Nopper, Freescale
Description

The `VK_KHR_android_surface` extension is an instance extension. It provides a mechanism to create a `VkSurfaceKHR` object (defined by the `VK_KHR_surface` extension) that refers to an `ANativeWindow`, Android's native surface type. The `ANativeWindow` represents the producer endpoint of any buffer queue, regardless of consumer endpoint. Common consumer endpoints for `ANativeWindows` are the system window compositor, video encoders, and application-specific compositors importing the images through a `SurfaceTexture`.

New Base Types

- `ANativeWindow`

New Commands

- `vkCreateAndroidSurfaceKHR`

New Structures

- `VkAndroidSurfaceCreateInfoKHR`

New Bitmasks

- `VkAndroidSurfaceCreateFlagsKHR`

New Enum Constants

- `VK_KHR_ANDROID_SURFACE_EXTENSION_NAME`
- `VK_KHR_ANDROID_SURFACE_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_ANDROID_SURFACE_CREATE_INFO_KHR`

Issues

1) Does Android need a way to query for compatibility between a particular physical device (and queue family?) and a specific Android display?

**RESOLVED:** No. Currently on Android, any physical device is expected to be able to present to the system compositor, and all queue families must support the necessary image layout transitions and synchronization operations.
Version History

- Revision 1, 2015-09-23 (Jesse Hall)
  ◦ Initial draft.
- Revision 2, 2015-10-26 (Ian Elliott)
  ◦ Renamed from VK_EXT_KHR_android_surface to VK_KHR_android_surface.
- Revision 3, 2015-11-03 (Daniel Rakos)
  ◦ Added allocation callbacks to surface creation function.
- Revision 4, 2015-11-10 (Jesse Hall)
  ◦ Removed VK_ERROR_INVALID_ANDROID_WINDOW_KHR.
- Revision 5, 2015-11-28 (Daniel Rakos)
  ◦ Updated the surface create function to take a pCreateInfo structure.
- Revision 6, 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.

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 aqneu

Extension Proposal

VK_EXT_calibrated_timestamps
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_cooperative_matrix

Name String
VK_KHR_cooperative_matrix

Extension Type
Device extension

Registered Extension Number
507

Revision
2

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

SPIR-V Dependencies
• SPV_KHR_cooperative_matrix

Contact
• Kevin Petit kpet

Extension Proposal
VK_KHR_cooperative_matrix

Other Extension Metadata

Last Modified Date
2023-05-03

Interactions and External Dependencies
• This extension provides API support for GLSL_KHR_cooperative_matrix

Contributors
• Jeff Bolz, NVIDIA
• Markus Tavenrath, NVIDIA
• Daniel Koch, NVIDIA
• Kevin Petit, Arm Ltd.
• Boris Zanin, AMD
Description

This extension adds support for using cooperative matrix types in SPIR-V. Cooperative matrix types are medium-sized matrices that are primarily supported in compute shaders, where the storage for the matrix is spread across all invocations in some scope (usually a subgroup) and those invocations cooperate to efficiently perform matrix multiplies.

Cooperative matrix types are defined by the `SPV_KHR_cooperative_matrix` SPIR-V extension and can be used with the `GLSL_KHR_cooperative_matrix` GLSL extension.

This extension includes support for enumerating the matrix types and dimensions that are supported by the implementation.

New Commands

- `vkGetPhysicalDeviceCooperativeMatrixPropertiesKHR`

New Structures

- `VkCooperativeMatrixPropertiesKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceCooperativeMatrixFeaturesKHR`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceCooperativeMatrixPropertiesKHR`

New Enums

- `VkComponentTypeKHR`
- `VkScopeKHR`

New Enum Constants

- `VK_KHR_COOPERATIVE_MATRIX_EXTENSION_NAME`
- `VK_KHR_COOPERATIVE_MATRIX_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_COOPERATIVE_MATRIX_PROPERTIES_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COOPERATIVE_MATRIX_FEATURES_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COOPERATIVE_MATRIX_PROPERTIES_KHR`

New SPIR-V Capabilities

- `CooperativeMatrixKHR`

Issues
Version History

- Revision 2, 2023-05-03 (Kevin Petit)
  - First KHR revision
- Revision 1, 2019-02-05 (Jeff Bolz)
  - NVIDIA vendor extension

VK_KHR_deferred_host_operations

Name String

VK_KHR_deferred_host_operations

Extension Type

Device extension

Registered Extension Number

269

Revision

4

Ratification Status

Ratified

Extension and Version Dependencies

None

Contact

- Josh Barczak (@jbarczak)

Other Extension Metadata

Last Modified Date

2020-11-12

IP Status

No known IP claims.

Contributors

- Joshua Barczak, Intel
- Jeff Bolz, NVIDIA
- Daniel Koch, NVIDIA
- Slawek Grajewski, Intel
- Tobias Hector, AMD
- Yuriy O’Donnell, Epic

2634
Description

The VK_KHR_deferred_host_operations extension defines the infrastructure and usage patterns for deferrable commands, but does not specify any commands as deferrable. This is left to additional dependent extensions. Commands must not be deferred unless the deferral is specifically allowed by another extension which depends on VK_KHR_deferred_host_operations.

New Object Types

- VkDeferredOperationKHR

New Commands

- vkCreateDeferredOperationKHR
- vkDeferredOperationJoinKHR
- vkDestroyDeferredOperationKHR
- vkGetDeferredOperationMaxConcurrencyKHR
- vkGetDeferredOperationResultKHR

New Enum Constants

- VK_KHR_DEFERRED_HOST_OPERATIONS_EXTENSION_NAME
- VK_KHR_DEFERRED_HOST_OPERATIONS_SPEC_VERSION
- Extending VkObjectType:
  - VK_OBJECT_TYPE_DEFERRED_OPERATION_KHR
- Extending VkResult:
  - VK_OPERATION_DEFERRED_KHR
  - VK_OPERATION_NOT_DEFERRED_KHR
  - VK_THREAD_DONE_KHR
  - VK_THREAD_IDLE_KHR

Code Examples

The following examples will illustrate the concept of deferrable operations using a hypothetical example. The command vkDoSomethingExpensive denotes a deferrable command.

The following example illustrates how a vulkan application might request deferral of an expensive operation:
// create a deferred operation
VkDeferredOperation_KHR hOp;
VkResult result = vkCreateDeferredOperationKHR(device, pCallbacks, &hOp);
assert(result == VK_SUCCESS);

result = vkDoSomethingExpensive(device, hOp, ...);
assert(result == VK_OPERATION_DEFERRED_KHR);

// operation was deferred. Execute it asynchronously
std::async::launch([hOp] () {
    vkDeferredOperationJoinKHR(device, hOp);
    result = vkGetDeferredOperationResultKHR(device, hOp);
    // deferred operation is now complete. 'result' indicates success or failure
    vkDestroyDeferredOperationKHR(device, hOp, pCallbacks);
};)

The following example illustrates extracting concurrency from a single deferred operation:

// create a deferred operation
VkDeferredOperation_KHR hOp;
VkResult result = vkCreateDeferredOperationKHR(device, pCallbacks, &hOp);
assert(result == VK_SUCCESS);

result = vkDoSomethingExpensive(device, hOp, ...);
assert(result == VK_OPERATION_DEFERRED_KHR);

// Query the maximum amount of concurrency and clamp to the desired maximum
uint32_t numLaunches = std::min(vkGetDeferredOperationMaxConcurrencyKHR(device, hOp), maxThreads);

std::vector<std::future<void>> joins;

for (uint32_t i = 0; i < numLaunches; i++) {
    joins.emplace_back(std::async::launch([hOp] () {
        vkDeferredOperationJoinKHR(device, hOp);
        // in a job system, a return of VK_THREAD_IDLE_KHR should queue another
        // job, but it is not functionally required
    });
}
The following example shows a subroutine which guarantees completion of a deferred operation, in the presence of multiple worker threads, and returns the result of the operation.

```
VkResult FinishDeferredOperation(VkDeferredOperationKHR hOp)
{
    // Attempt to join the operation until the implementation indicates that we should stop
    VkResult result = vkDeferredOperationJoinKHR(device, hOp);
    while( result == VK_THREAD_IDLE_KHR )
    {
        std::this_thread::yield();
        result = vkDeferredOperationJoinKHR(device, hOp);
    }

    switch( result )
    {
    case VK_SUCCESS:
    {
        // deferred operation has finished. Query its result.
        result = vkGetDeferredOperationResultKHR(device, hOp);
    }
    break;

    case VK_THREAD_DONE_KHR:
    {
        // deferred operation is being wrapped up by another thread
        // wait for that thread to finish
        do
        {
            std::this_thread::yield();
            result = vkGetDeferredOperationResultKHR(device, hOp);
        } while( result == VK_NOT_READY );
    }
    break;

    default:
    assert(false); // other conditions are illegal.
    break;
    }
```
Issues

1. Should this extension have a VkPhysicalDevice*FeaturesKHR structure?

**RESOLVED:** No. This extension does not add any functionality on its own and requires a dependent extension to actually enable functionality and thus there is no value in adding a feature structure. If necessary, any dependent extension could add a feature boolean if it wanted to indicate that it is adding optional deferral support.

Version History

- Revision 1, 2019-12-05 (Josh Barczak, Daniel Koch)
  - Initial draft.
- Revision 2, 2020-03-06 (Daniel Koch, Tobias Hector)
  - Add missing VK_OBJECT_TYPE_DEFERRED_OPERATION_KHR enum
  - fix sample code
  - Clarified deferred operation parameter lifetimes (#2018,!3647)
- Revision 3, 2020-05-15 (Josh Barczak)
  - Clarify behavior of vkGetDeferredOperationMaxConcurrencyKHR, allowing it to return 0 if the operation is complete (#2036,!3850)
- Revision 4, 2020-11-12 (Tobias Hector, Daniel Koch)
  - Remove VkDeferredOperationInfoKHR and change return value semantics when deferred host operations are in use (#2067,3813)
  - clarify return value of vkGetDeferredOperationResultKHR (#2339,!4110)

**VK_KHR_display**

**Name String**

`VK_KHR_display`

**Extension Type**

Instance extension

**Registered Extension Number**

3

**Revision**

23
Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_surface

Contact
- James Jones 😊cubanismo
- Norbert Nopper 😊FslNopper

Other Extension Metadata

Last Modified Date
2017-03-13

IP Status
No known IP claims.

Contributors
- James Jones, NVIDIA
- Norbert Nopper, Freescale
- Jeff Vigil, Qualcomm
- Daniel Rakos, AMD

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 window system display, 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.

**Examples**

```
Note
The example code for the VK_KHR_display and VK_KHR_display_swapchain extensions was removed from the appendix after revision 1.0.43. The display enumeration example code was ported to the cube demo that is shipped with the official Khronos SDK, and is being kept up-to-date in that location (see: https://github.com/KhronosGroup/Vulkan-Tools/blob/main/cube/cube.c).
```

**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`
- `VK_KHR_display`

**Contact**

- James Jones [cubanismo](mailto:)

**Other Extension Metadata**

**Last Modified Date**

2017-03-13

**IP Status**

No known IP claims.

**Contributors**

- James Jones, NVIDIA
- Jeff Vigil, Qualcomm
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.

**Examples**

![Note]

The example code for the `VK_KHR_display` and `VK_KHR_display_swapchain` extensions was removed from the appendix after revision 1.0.43. The display swapchain creation example code was ported to the cube demo that is shipped with the official Khronos SDK, and is being kept up-to-date in that location (see: https://github.com/KhronosGroup/Vulkan-Tools/blob/main/cube/cube.c).

**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`. 

2648
• 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_dynamic_rendering_local_read**

**Name String**

`VK_KHR_dynamic_rendering_local_read`

**Extension Type**

Device extension

**Registered Extension Number**

233

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_dynamic_rendering`
  - or
  - Version 1.3

**Contact**

- Tobias Hector [tobski](https://github.com/tobski)

**Extension Proposal**

`VK_KHR_dynamic_rendering_local_read`

**Other Extension Metadata**

**Last Modified Date**

2023-11-03

**Contributors**

- Tobias Hector, AMD
Description
This extension enables reads from attachments and resources written by previous fragment shaders within a dynamic render pass.

New Commands
- `vkCmdSetRenderingAttachmentLocationsKHR`
- `vkCmdSetRenderingInputAttachmentIndicesKHR`

New Structures
- Extending `VkGraphicsPipelineCreateInfo`, `VkCommandBufferInheritanceInfo`:
  - `VkRenderingAttachmentLocationInfoKHR`
  - `VkRenderingInputAttachmentIndexInfoKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
New Enum Constants

- `VK_KHR_DYNAMIC_RENDERING_LOCAL_READ_EXTENSION_NAME`
- `VK_KHR_DYNAMIC_RENDERING_LOCAL_READ_SPEC_VERSION`

Extending `VkImageLayout`:
- `VK_IMAGE_LAYOUT_RENDERING_LOCAL_READ_KHR`

Extending `VkStructureType`:
- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_LOCAL_READ_FEATURES_KHR`
- `VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_LOCATION_INFO_KHR`
- `VK_STRUCTURE_TYPE_RENDERING_INPUT_ATTACHMENT_INDEX_INFO_KHR`

Version History

- Revision 1, 2023-11-03 (Tobias Hector)
  - Initial revision

**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
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)
**VK_KHR_external_fence_win32**

**Name String**

VK_KHR_external_fence_win32

**Extension Type**

Device extension

**Registered Extension Number**

115

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_external_fence

**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_win32

**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 Windows handles.
New Commands

- `vkGetFenceWin32HandleKHR`
- `vkImportFenceWin32HandleKHR`

New Structures

- `VkFenceGetWin32HandleInfoKHR`
- `VkImportFenceWin32HandleInfoKHR`
- Extending `VkFenceCreateInfo`:
  - `VkExportFenceWin32HandleInfoKHR`

New Enum Constants

- `VK_KHR_EXTERNAL_FENCE_WIN32_EXTENSION_NAME`
- `VK_KHR_EXTERNAL_FENCE_WIN32_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_EXPORT_FENCE_WIN32_HANDLE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_FENCE_GET_WIN32_HANDLE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_IMPORT_FENCE_WIN32_HANDLE_INFO_KHR`

Issues

This extension borrows concepts, semantics, and language from `VK_KHR_external_semaphore_win32`. That extension’s issues apply equally to this extension.

1) Should D3D12 fence handle types be supported, like they are for semaphores?

**RESOLVED:** No. Doing so would require extending the fence signal and wait operations to provide values to signal / wait for, like `VkD3D12FenceSubmitInfoKHR` does. A D3D12 fence can be signaled by importing it into a `VkSemaphore` instead of a `VkFence`, and applications can check status or wait on the D3D12 fence using non-Vulkan APIs. The convenience of being able to do these operations on `VkFence` objects does not justify the extra API complexity.

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
or
Version 1.1

Contact
• James Jones cubanismo

Other Extension Metadata

Last Modified Date
2016-10-21

IP Status
No known IP claims.

Contributors
• James Jones, NVIDIA
• Jeff Juliano, NVIDIA

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:
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
  ◦ VK_STRUCTURE_TYPE_MEMORY_GET_FD_INFO_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_memory_win32

Name String

VK_KHR_external_memory_win32

Extension Type

Device extension

Registered Extension Number

74
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 Windows handles from Vulkan memory objects and to import Vulkan memory objects from Windows handles exported from other Vulkan memory objects or from similar resources in other APIs.

New Commands

- `vkGetMemoryWin32HandleKHR`
- `vkGetMemoryWin32HandlePropertiesKHR`

New Structures

- `VkMemoryGetWin32HandleInfoKHR`
- `VkMemoryWin32HandlePropertiesKHR`
- Extending `VkMemoryAllocateInfo`:
  - `VkExportMemoryWin32HandleInfoKHR`
New Enum Constants

- VK_KHR_EXTERNAL_MEMORY_WIN32_EXTENSION_NAME
- VK_KHR_EXTERNAL_MEMORY_WIN32_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_EXPORT_MEMORY_WIN32_HANDLE_INFO_KHR
- VK_STRUCTURE_TYPE_IMPORT_MEMORY_WIN32_HANDLE_INFO_KHR
- VK_STRUCTURE_TYPE_MEMORY_GET_WIN32_HANDLE_INFO_KHR
- VK_STRUCTURE_TYPE_MEMORY_WIN32_HANDLE_PROPERTIES_KHR

Issues

1) Do applications need to call CloseHandle() on the values returned from vkGetMemoryWin32HandleKHR when handleType is VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT_KHR?

RESOLVED: Yes. A successful get call transfers ownership of the handle to the application. Destroying the memory object will not destroy the handle or the handle’s reference to the underlying memory resource. Unlike file descriptor opaque handles, win32 opaque handle ownership cannot be transferred back to a driver by an import operation.

2) Should the language regarding KMT/Windows 7 handles be moved to a separate extension so that it can be deprecated over time?

RESOLVED: No. Support for them can be deprecated by drivers if they choose, by no longer returning them in the supported handle types of the instance level queries.

3) How should the valid size and memory type for windows memory handles created outside of Vulkan be specified?

RESOLVED: The valid memory types are queried directly from the external handle. The size is determined by the associated image or buffer memory requirements for external handle types that require dedicated allocations, and by the size specified when creating the object from which the handle was exported for other external 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
  or
  Version 1.1

Contact
  • James Jones cubanismo

Other Extension Metadata

Last Modified Date
  2016-10-21

IP Status
  No known IP claims.

Contributors
  • Jesse Hall, Google
  • James Jones, NVIDIA
  • Jeff Juliano, NVIDIA
  • Carsten Rohde, NVIDIA

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_external_semaphore_win32**

Name String
- VK_KHR_external_semaphore_win32

Extension Type
- Device extension

Registered Extension Number
- 79

Revision
- 1

Ratification Status
- Ratified

Extension and Version Dependencies
- VK_KHR_external_semaphore
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 Windows handles.

New Commands
- vkGetSemaphoreWin32HandleKHR
- vkImportSemaphoreWin32HandleKHR

New Structures
- VkImportSemaphoreWin32HandleInfoKHR
- VkSemaphoreGetWin32HandleInfoKHR
- Extending VkSemaphoreCreateInfo:
  - VkExportSemaphoreWin32HandleInfoKHR
- Extending VkSubmitInfo:
  - VkD3D12FenceSubmitInfoKHR

New Enum Constants
- VK_KHR_EXTERNAL_SEMAPHORE_WIN32_EXTENSION_NAME
- VK_KHR_EXTERNAL_SEMAPHORE_WIN32_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_D3D12_FENCE_SUBMIT_INFO_KHR
  - VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_WIN32_HANDLE_INFO_KHR
  - VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_WIN32_HANDLE_INFO_KHR
Issues

1) Do applications need to call `CloseHandle()` on the values returned from `vkGetSemaphoreWin32HandleKHR` when `handleType` is `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT_KHR`?

**RESOLVED:** Yes. A successful get call transfers ownership of the handle to the application. Destroying the semaphore object will not destroy the handle or the handle’s reference to the underlying semaphore resource. Unlike file descriptor opaque handles, win32 opaque handle ownership can not be transferred back to a driver by an import operation.

2) Should the language regarding KMT/Windows 7 handles be moved to a separate extension so that it can be deprecated over time?

**RESOLVED:** No. Support for them can be deprecated by drivers if they choose, by no longer returning them in the supported handle types of the instance level queries.

3) Should applications be allowed to specify additional object attributes for shared handles?

**RESOLVED:** Yes. Applications will be allowed to provide similar attributes to those they would to any other handle creation API.

4) How do applications communicate the desired fence values to use with `D3D12_FENCE`-based Vulkan semaphores?

**RESOLVED:** There are a couple of options. The values for the signaled and reset states could be communicated up front when creating the object and remain static for the life of the Vulkan semaphore, or they could be specified using auxiliary structures when submitting semaphore signal and wait operations, similar to what is done with the keyed mutex extensions. The latter is more flexible and consistent with the keyed mutex usage, but the former is a much simpler API.

Since Vulkan tends to favor flexibility and consistency over simplicity, a new structure specifying D3D12 fence acquire and release values is added to the `vkQueueSubmit` function.

Version History

- Revision 1, 2016-10-21 (James Jones)
  - Initial revision

**VK_KHR_fragment_shader_barycentric**

Name String

- `VK_KHR_fragment_shader_barycentric`

Extension Type

- Device extension
This extension is based on the `VK_NV_fragment_shader_barycentric` extension, and adds support for...
the following SPIR-V extension in Vulkan:

- **SPV_KHR_fragment_shader_barycentric**

The extension provides access to three additional fragment shader variable decorations in SPIR-V:

- **PerVertexKHR**, which indicates that a fragment shader input will not have interpolated values, but instead must be accessed with an extra array index that identifies one of the vertices of the primitive producing the fragment
- **BaryCoordKHR**, which indicates that the variable is a three-component floating-point vector holding barycentric weights for the fragment produced using perspective interpolation
- **BaryCoordNoPerspKHR**, which indicates that the variable is a three-component floating-point vector holding barycentric weights for the fragment produced using linear interpolation

When using GLSL source-based shader languages, the following variables from **GL_EXT_fragment_shader_barycentric** map to these SPIR-V built-in decorations:

- `in vec3 gl_BaryCoordEXT; → BaryCoordKHR`
- `in vec3 gl_BaryCoordNoPerspEXT; → BaryCoordNoPerspKHR`

GLSL variables declared using the `pervertexEXT` GLSL qualifier are expected to be decorated with **PerVertexKHR** in SPIR-V.

**New Structures**

- Extending **VkPhysicalDeviceFeatures2, VkDeviceCreateInfo**:
  - **VkPhysicalDeviceFragmentShaderBarycentricFeaturesKHR**
- Extending **VkPhysicalDeviceProperties2**:
  - **VkPhysicalDeviceFragmentShaderBarycentricPropertiesKHR**

**New Enum Constants**

- **VK_KHR_FRAGMENT_SHADER_BARYCENTRIC_EXTENSION_NAME**
- **VK_KHR_FRAGMENT_SHADER_BARYCENTRIC_SPEC_VERSION**

- Extending **VkStructureType**:
  - **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_BARYCENTRIC_FEATURES_KHR**
  - **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_BARYCENTRIC_PROPERTIES_KHR**

**New Built-In Variables**

- **BaryCoordKHR**
- **BaryCoordNoPerspKHR**

**New SPIR-V Decorations**

- **PerVertexKHR**
New SPIR-V Capabilities

- FragmentBarycentricKHR

Issues

1) What are the interactions with MSAA and how are BaryCoordKHR and BaryCoordNoPerspKHR interpolated?

**RESOLVED**: The inputs decorated with BaryCoordKHR or BaryCoordNoPerspKHR may also be decorated with the Centroid or Sample qualifiers to specify interpolation, like any other fragment shader input. If shaderSampleRateInterpolationFunctions is enabled, the extended instructions InterpolateAtCentroid, InterpolateAtOffset, and InterpolateAtSample from the GLSL.std.450 may also be used with inputs decorated with BaryCoordKHR or BaryCoordNoPerspKHR.

Version History

- Revision 1, 2022-03-10 (Stu Smith)
  - 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`:
• **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`
  • `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_KHR`
  • `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_PROPERTIES_KHR`
  • `VK_STRUCTURE_TYPE_PIPELINE_FRAGMENT_SHADING_RATE_STATE_CREATE_INFO_KHR`

If **VK_KHR_format_feature_flags2** or **Version 1.3** is supported:

• **Extending **`VkFormatFeatureFlagBits2`:
  • `VK_FORMAT_FEATURE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_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
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_capabilites2.**

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
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

Last Modified Date
2021-10-22

Contributors
• Tobias Hector, AMD
• Contributors to VK_EXT_global_priority
• Contributors to VK_EXT_global_priority_query

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_PHYSICAL_DEVICE_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)
VK_KHR_incremental_present

Name String
VK_KHR_incremental_present

Extension Type
Device extension

Registered Extension Number
85

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 stereooscopic-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](mailto: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 \texttt{uint8_t} indices to be used with \texttt{vkCmdBindIndexBuffer}.

New Structures
• Extending \texttt{VkPhysicalDeviceFeatures2, VkDeviceCreateInfo}:
  ◦ \texttt{VkPhysicalDeviceIndexTypeUint8FeaturesKHR}

New Enum Constants
• \texttt{VK_KHR_INDEX_TYPE_UINT8_EXTENSION_NAME}
• \texttt{VK_KHR_INDEX_TYPE_UINT8_SPEC_VERSION}

Extending \texttt{VkIndexType}:
  ◦ \texttt{VK_INDEX_TYPE_UINT8_KHR}

Extending \texttt{VkStructureType}:
  ◦ \texttt{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INDEX_TYPE_UINT8_FEATURES_KHR}

Version History
• Revision 1, 2023-06-06 (Piers Daniell)
  ◦ Internal revisions

\texttt{VK_KHR_line_rasterization}

Name String
\texttt{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
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_PROPERTIES_KHR
- VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_LINE_STATE_CREATE_INFO_KHR

Issues

1) Do we need to support Bresenham-style and smooth lines with more than one rasterization sample? i.e. the equivalent of glEnable(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_load_store_op_none**

Name String

  VK_KHR_load_store_op_none

Extension Type

  Device extension

Registered Extension Number

  527

Revision

  1

Ratification Status

  Ratified
Extension and Version Dependencies
None

Contact
• Shahbaz Youssefi (@syoussefi)

Extension Proposal
VK_KHR_load_store_op_none

Other Extension Metadata
Last Modified Date
2023-05-16

Contributors
• Shahbaz Youssefi, Google
• Bill Licea-Kane, Qualcomm Technologies, Inc.
• Tobias Hector, AMD

Description
This extension provides VK_ATTACHMENT_LOAD_OP_NONE_KHR and VK_ATTACHMENT_STORE_OP_NONE_KHR, which are identically promoted from the VK_EXT_load_store_op_none extension.

New Enum Constants
• VK_KHR_LOAD_STORE_OP_NONE_EXTENSION_NAME
• VK_KHR_LOAD_STORE_OP_NONE_SPEC_VERSION
• Extending VkAttachmentLoadOp:
  ◦ VK_ATTACHMENT_LOAD_OP_NONE_KHR
• Extending VkAttachmentStoreOp:
  ◦ VK_ATTACHMENT_STORE_OP_NONE_KHR

Version History
• Revision 1, 2023-05-16 (Shahbaz Youssefi)
  ◦ Initial revision, based on VK_EXT_load_store_op_none.

VK_KHR_maintenance5

Name String
VK_KHR_maintenance5

Extension Type
Device extension
Registered Extension Number
471

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
Version 1.1
and
VK_KHR_dynamic_rendering
or
Version 1.3

API Interactions
• Interacts with VK_VERSION_1_1
• Interacts with VK_VERSION_1_2
• Interacts with VK_VERSION_1_3
• Interacts with VK_EXT_attachment_feedback_loop_layout
• Interacts with VK_EXT_buffer_device_address
• Interacts with VK_EXT_conditional_rendering
• Interacts with VK_EXT_descriptor_buffer
• Interacts with VK_EXT_fragment_density_map
• Interacts with VK_EXT_graphics_pipeline_library
• Interacts with VK_EXT_opacity_micromap
• Interacts with VK_EXT_pipeline_creation_cache_control
• Interacts with VK_EXT_pipeline_protected_access
• Interacts with VK_EXT_transform_feedback
• Interacts with VK_KHR_acceleration_structure
• Interacts with VK_KHR_buffer_device_address
• Interacts with VK_KHR_device_group
• Interacts with VK_KHR_dynamic_rendering
• Interacts with VK_KHR_fragment_shading_rate
• Interacts with VK_KHR_pipeline_executable_properties
• Interacts with VK_KHR_pipeline_library
• Interacts with VK_KHR_ray_tracing_pipeline
• Interacts with VK_KHR_video_decode_queue
• Interacts with VK_KHR_video_encode_queue
• Interacts with VK_NV_device_generated_commands
• Interacts with VK_NV_displacement_micromap
• Interacts with VK_NV_ray_tracing
• Interacts with VK_NV_ray_tracing_motion_blur

Contact
• Stu Smith

Extension Proposal

VK_KHR_maintenance5

Other Extension Metadata

Last Modified Date
2023-05-02

Interactions and External Dependencies
Contributors
• Stu Smith, AMD
• Tobias Hector, AMD
• Shahbaz Youssefi, Google
• Slawomir Cygan, Intel
• Lionel Landwerlin, Intel
• James Fitzpatrick, Imagination Technologies
• Andrew Garrard, Imagination Technologies
• Ralph Potter, Samsung
• Pan Gao, Huawei
• Jan-Harald Fredriksen, ARM
• Jon Leech, Khronos
• Mike Blumenkrantz, Valve

Description

VK_KHR_maintenance5 adds a collection of minor features, none of which would warrant an entire extension of their own.

The new features are as follows:

• A new VK_FORMAT_A1B5G5R5_UNORM_PACK16_KHR format
• A new VK_FORMAT_A8_UNORM_KHR format
• A property to indicate that multisample coverage operations are performed after sample counting in EarlyFragmentTests mode
• Relax VkBufferView creation requirements by allowing subsets of the associated VkBuffer usage using `VkBufferUsageFlags2CreateInfoKHR`.

• A new entry point `vkCmdBindIndexBuffer2KHR`, allowing a range of memory to be bound as an index buffer.

• `vkGetDeviceProcAddr` must return `NULL` for supported core functions beyond the version requested by the application.

• A property to indicate that the sample mask test is performed after sample counting in EarlyFragmentTests mode.

• `vkCmdBindVertexBuffers2` now supports using `VK_WHOLE_SIZE` in the `pSizes` parameter.

• A default size of 1.0 is used if `PointSize` is not written.

• Shader modules are deprecated - applications can now pass `VkShaderModuleCreateInfo` as a chained struct to pipeline creation via `VkPipelineShaderStageCreateInfo`.

• A property to indicate that depth/stencil texturing operations with `VK_COMPONENT_SWIZZLE_ONE` have defined behavior.

• Add `vkGetImageSubresourceLayout2KHR` and a new function `vkGetDeviceImageSubresourceLayoutKHR` to allow the application to query the image memory layout without having to create an image object and query it.

• Allow `VK_REMAINING_ARRAY LAYERS` as the `layerCount` member of `VkImageSubresourceLayers`.

• Adds stronger guarantees for propagation of `VK_ERROR_DEVICE_LOST` return values.

• A property to indicate whether `PointSize` controls the final rasterization of polygons if `polygon mode` is `VK_POLYGON_MODE_POINT`.

• Two properties to indicate the non-strict line rasterization algorithm used.

• Two new flags words `VkPipelineCreateFlagBits2KHR` and `VkBufferUsageFlagBits2KHR`.

• Physical-device-level functions can now be called with any value in the valid range for a type beyond the defined enumerants, such that applications can avoid checking individual features, extensions, or versions before querying supported properties of a particular enumerant.

• Clarification that copies between images of any type are allowed, treating 1D images as 2D images with a height of 1.

**New Commands**

• `vkCmdBindIndexBuffer2KHR`

• `vkGetDeviceImageSubresourceLayoutKHR`

• `vkGetImageSubresourceLayout2KHR`

• `vkGetRenderingAreaGranularityKHR`

**New Structures**

• `VkDeviceImageSubresourceInfoKHR`
• VkImageSubresource2KHR
• VkRenderingAreaInfoKHR
• VkSubresourceLayout2KHR

• Extending VkBufferViewCreateInfo, VkBufferCreateInfo, VkPhysicalDeviceExternalBufferInfo, VkDescriptorBufferBindingInfoEXT:
  ◦ VkBufferUsageFlags2CreateInfoKHR

• Extending VkComputePipelineCreateInfo, VkGraphicsPipelineCreateInfo, VkRayTracingPipelineCreateInfoNV, VkRayTracingPipelineCreateInfoKHR:
  ◦ VkPipelineCreateFlags2CreateInfoKHR

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceMaintenance5FeaturesKHR

• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceMaintenance5PropertiesKHR

New Enums

• VkBufferUsageFlagBits2KHR
• VkPipelineCreateFlagBits2KHR

New Bitmasks

• VkBufferUsageFlags2KHR
• VkPipelineCreateFlags2KHR

New Enum Constants

• VK_KHR_MAINTENANCE_5_EXTENSION_NAME
• VK_KHR_MAINTENANCE_5_SPEC_VERSION

• Extending VkFormat:
  ◦ VK_FORMAT_A1B5G5R5_UNORM_PACK16_KHR
  ◦ VK_FORMAT_A8_UNORM_KHR

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_BUFFER_USAGE_FLAGS_2_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_DEVICE_IMAGE_SUBRESOURCE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_IMAGE_SUBRESOURCE_2_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_5_FEATURES_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_5_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_PIPELINE_CREATE_FLAGS_2_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_RENDERING_AREA_INFO_KHR
If `VK_EXT_attachment_feedback_loop_layout` is supported:

- Extending `VkPipelineCreateFlagBits2KHR`:
  - `VK_PIPELINE_CREATE_2_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT`
  - `VK_PIPELINE_CREATE_2_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT`

If `VK_EXT_opacity_micromap` is supported:

- Extending `VkBufferUsageFlagBits2KHR`:
  - `VK_BUFFER_USAGE_2_MICROMAP_BUILD_INPUT_READ_ONLY_BIT_EXT`
  - `VK_BUFFER_USAGE_2_MICROMAP_STORAGE_BIT_EXT`

- Extending `VkPipelineCreateFlagBits2KHR`:
  - `VK_PIPELINE_CREATE_2_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT`

If `VK_EXT_transform_feedback` is supported:

- Extending `VkBufferUsageFlagBits2KHR`:
  - `VK_BUFFER_USAGE_2_TRANSFORM_FEEDBACK_BUFFER_BIT_EXT`
  - `VK_BUFFER_USAGE_2_TRANSFORM_FEEDBACK_COUNTER_BUFFER_BIT_EXT`

If `VK_KHR_acceleration_structure` is supported:

- Extending `VkBufferUsageFlagBits2KHR`:
  - `VK_BUFFER_USAGE_2_ACCELERATION_STRUCTURE_BUILD_INPUT_READ_ONLY_BIT_KHR`
  - `VK_BUFFER_USAGE_2_ACCELERATION_STRUCTURE_STORAGE_BIT_KHR`

If `VK_KHR_pipeline_executable_properties` is supported:

- Extending `VkPipelineCreateFlagBits2KHR`:
  - `VK_PIPELINE_CREATE_2_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR`
  - `VK_PIPELINE_CREATE_2_CAPTURE_STATISTICS_BIT_KHR`

If `VK_KHR_pipeline_library` is supported:

- Extending `VkPipelineCreateFlagBits2KHR`:
  - `VK_PIPELINE_CREATE_2_LIBRARY_BIT_KHR`

If `VK_KHR_ray_tracing_pipeline` is supported:

- Extending `VkBufferUsageFlagBits2KHR`:
  - `VK_BUFFER_USAGE_2_SHADER_BINDING_TABLE_BIT_KHR`

- Extending `VkPipelineCreateFlagBits2KHR`:
  - `VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_ANY_HIT_SHADER_BIT_KHR`
VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_SKIP_AABBS_BIT_KHR
VK_PIPELINE_CREATE_2_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR

If VK_KHR_video_decode_queue is supported:

- Extending VkBufferUsageFlagBits2KHR:
  - VK_BUFFER_USAGE_2_VIDEO_DECODE_DST_BIT_KHR
  - VK_BUFFER_USAGE_2_VIDEO_DECODE_SRC_BIT_KHR

If VK_KHR_video_encode_queue is supported:

- Extending VkBufferUsageFlagBits2KHR:
  - VK_BUFFER_USAGE_2_VIDEO_ENCODE_DST_BIT_KHR
  - VK_BUFFER_USAGE_2_VIDEO_ENCODE_SRC_BIT_KHR

If Version 1.1 or VK_KHR_device_group is supported:

- Extending VkPipelineCreateFlagBits2KHR:
  - VK_PIPELINE_CREATE_2_DISPATCH_BASE_BIT_KHR
  - VK_PIPELINE_CREATE_2_VIEW_INDEX_FROM_DEVICE_INDEX_BIT_KHR

If Version 1.2 or VK_KHR_buffer_device_address or VK_EXT_buffer_device_address is supported:

- Extending VkBufferUsageFlagBits2KHR:
  - VK_BUFFER_USAGE_2_SHADER_DEVICE_ADDRESS_BIT_KHR

If Version 1.3 or VK_EXT_pipeline_creation_cache_control is supported:

- Extending VkPipelineCreateFlagBits2KHR:
  - VK_PIPELINE_CREATE_2_EARLY_RETURN_ON_FAILURE_BIT_KHR
  - VK_PIPELINE_CREATE_2_FAIL_ON_PIPELINE_COMPILE_REQUIRED_BIT_KHR

Issues

None.

Version History

- Revision 1, 2022-12-12 (Stu Smith)
  - Initial revision
**VK_KHR_maintenance6**

**Name String**

`VK_KHR_maintenance6`

**Extension Type**

Device extension

**Registered Extension Number**

546

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

Version 1.1

**API Interactions**

- Interacts with VK_EXT_descriptor_buffer
- Interacts with VK_KHR_push_descriptor

**Contact**

- Jon Leech [oddhack](mailto:oddhack)

**Extension Proposal**

`VK_KHR_maintenance6`

**Other Extension Metadata**

**Last Modified Date**

2023-08-03

**Interactions and External Dependencies**

- Interacts with `VK_EXT_robustness2`

**Contributors**

- Jon Leech, Khronos
- Stu Smith, AMD
- Mike Blumenkrantz, Valve
- Ralph Potter, Samsung
- James Fitzpatrick, Imagination Technologies
- Piers Daniell, NVIDIA
- Daniel Story, Nintendo
Description

VK_KHR_maintenance6 adds a collection of minor features, none of which would warrant an entire extension of their own.

The new features are as follows:

- **VkBindMemoryStatusKHR** may be included in the `pNext` chain of `VkBindBufferMemoryInfo` and `VkBindImageMemoryInfo`, allowing applications to identify individual resources for which memory binding failed during calls to `vkBindBufferMemory2` and `vkBindImageMemory2`.
- A new property `fragmentShadingRateClampCombinerInputs` to indicate if an implementation clamps the inputs to fragment shading rate combiner operations.
- `VK_NULL_HANDLE` is allowed to be used when binding an index buffer, instead of a valid `VkBuffer` handle. When the `nullDescriptor` feature is enabled, every index fetched results in a value of zero.
- A new property `maxCombinedImageSamplerDescriptorCount` to indicate the maximum number of descriptors needed for any of the formats that require a sampler Y’C_aC_bC_r conversion supported by the implementation.
- A new property `blockTexelViewCompatibleMultipleLayers` indicating whether `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` is allowed to be used with `layerCount > 1`.
- `pNext` extensible *2 versions of all descriptor binding commands.

New Commands

- `vkCmdBindDescriptorSets2KHR`
- `vkCmdPushConstants2KHR`

If `VK_KHR_push_descriptor` is supported:

- `vkCmdPushDescriptorSet2KHR`
- `vkCmdPushDescriptorSetWithTemplate2KHR`

New Structures

- `VkBindDescriptorSetsInfoKHR`
- `VkPushConstantsInfoKHR`
- Extending `VkBindBufferMemoryInfo`, `VkBindImageMemoryInfo`:
  - `VkBindMemoryStatusKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceMaintenance6FeaturesKHR`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceMaintenance6PropertiesKHR`

If `VK_KHR_push_descriptor` is supported:
• VkPushDescriptorSetInfoKHR
• VkPushDescriptorSetWithTemplateInfoKHR

New Enum Constants
• VK_KHR_MAINTENANCE_6_EXTENSION_NAME
• VK_KHR_MAINTENANCE_6_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_BIND_DESCRIPTOR_SETS_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_BIND_MEMORY_STATUS_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_6_FEATURES_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_6_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_PUSH_CONSTANTS_INFO_KHR

If VK_KHR_push_descriptor is supported:
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PUSH_DESCRIPTOR_SET_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_PUSH_DESCRIPTOR_SET_WITH_TEMPLATE_INFO_KHR

Issues
None.

Version History
• Revision 1, 2023-08-01 (Jon Leech)
  ◦ Initial revision

VK_KHR_map_memory2

Name String
  VK_KHR_map_memory2

Extension Type
  Device extension

Registered Extension Number
  272

Revision
  1

Ratification Status
  Ratified
Extension and Version Dependencies
  None

Contact
  • Faith Ekstrand gfxstrand

Extension Proposal
  VK_KHR_map_memory2

Other Extension Metadata

Last Modified Date
  2023-03-14

Interactions and External Dependencies
  • None

Contributors
  • Faith Ekstrand, Collabora
  • Tobias Hector, AMD

Description
This extension provides extensible versions of the Vulkan memory map and unmap entry points. The new entry points are functionally identical to the core entry points, except that their parameters are specified using extensible structures that can be used to pass extension-specific information.

New Commands
  • vkMapMemory2KHR
  • vkUnmapMemory2KHR

New Structures
  • VkMemoryMapInfoKHR
  • VkMemoryUnmapInfoKHR

New Enums
  • VkMemoryUnmapFlagBitsKHR

New Bitmasks
  • VkMemoryUnmapFlagsKHR

New Enum Constants
  • VK_KHR_MAP_MEMORY_2_EXTENSION_NAME
• **VK_KHR_MAP_MEMORY_2_SPEC_VERSION**

**Extending VkStructureType:**

- VK_STRUCTURE_TYPE_MEMORY_MAP_INFO_KHR
- VK_STRUCTURE_TYPE_MEMORY_UNMAP_INFO_KHR

**Version History**

- Revision 0, 2022-08-03 (Faith Ekstrand)
  - Internal revisions
- Revision 1, 2023-03-14
  - Public release

**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

**Special Use**

- Developer tools

**Contact**

- Alon Or-bach [alonorbach](mailto:alonorbach)

**Other Extension Metadata**

**Last Modified Date**

2019-10-08
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`

**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`
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,
    &counterCount,
    NULL,
    NULL);

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,
};
```
// Specify the queue family that this performance query is performed on
.queueFamilyIndex = queueFamilyIndex,

// The number of counters to enable
.counterIndexCount = enabledCounterCount,

// The array of indices of counters to enable
.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, 2698);
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_pipeline_executable_properties

Name String

VK_KHR_pipeline_executable_properties

Extension Type

Device extension

Registered Extension Number

270

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

Special Use

- Developer tools

Contact

- Faith Ekstrand 🌐gfxstrand

Other Extension Metadata

Last Modified Date

2019-05-28
IP Status
No known IP claims.

Interactions and External Dependencies

Contributors
- Faith Ekstrand, Intel
- Ian Romanick, Intel
- Kenneth Graunke, Intel
- Baldur Karlsson, Valve
- Jesse Hall, Google
- Jeff Bolz, Nvidia
- Piers Daniel, Nvidia
- Tobias Hector, AMD
- Jan-Harald Fredriksen, ARM
- Tom Olson, ARM
- Daniel Koch, Nvidia
- Spencer Fricke, Samsung

Description
When a pipeline is created, its state and shaders are compiled into zero or more device-specific executables, which are used when executing commands against that pipeline. This extension adds a mechanism to query properties and statistics about the different executables produced by the pipeline compilation process. This is intended to be used by debugging and performance tools to allow them to provide more detailed information to the user. Certain compile time shader statistics provided through this extension may be useful to developers for debugging or performance analysis.

New Commands
- vkGetPipelineExecutableInternalRepresentationsKHR
- vkGetPipelineExecutablePropertiesKHR
- vkGetPipelineExecutableStatisticsKHR

New Structures
- VkPipelineExecutableInfoKHR
- VkPipelineExecutableInternalRepresentationKHR
- VkPipelineExecutablePropertiesKHR
- VkPipelineExecutableStatisticKHR
- VkPipelineInfoKHR
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDevicePipelineExecutablePropertiesFeaturesKHR

New Unions

• VkPipelineExecutableStatisticValueKHR

New Enums

• VkPipelineExecutableStatisticFormatKHR

New Enum Constants

• VK_KHR_PIPELINE_EXECUTABLE_PROPERTIES_EXTENSION_NAME
• VK_KHR_PIPELINE_EXECUTABLE_PROPERTIES_SPEC_VERSION

• Extending VkPipelineCreateFlagBits:
  ◦ VK_PIPELINE_CREATE_CAPTURE_INTERNAL_REPRESENTATIONS_BIT_KHR
  ◦ VK_PIPELINE_CREATE_CAPTURE_STATISTICS_BIT_KHR

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PIPELINE_EXECUTABLE_PROPERTIES_FEATURES_KHR
  ◦ VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_INTERNAL_REPRESENTATION_KHR
  ◦ VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_PIPELINE_EXECUTABLE_STATISTIC_KHR
  ◦ VK_STRUCTURE_TYPE_PIPELINE_INFO_KHR

Issues

1) What should we call the pieces of the pipeline which are produced by the compilation process and about which you can query properties and statistics?

RESOLVED: Call them “executables”. The name “binary” was used in early drafts of the extension but it was determined that “pipeline binary” could have a fairly broad meaning (such as a binary serialized form of an entire pipeline) and was too big of a namespace for the very specific needs of this extension.

Version History

• Revision 1, 2019-05-28 (Faith Ekstrand)
  ◦ Initial draft

VK_KHR_pipeline_library
Name String
   VK_KHR_pipeline_library

Extension Type
   Device extension

Registered Extension Number
   291

Revision
   1

Ratification Status
   Ratified

Extension and Version Dependencies
   None

Contact
   • Christoph Kubisch pixeljetstream

Other Extension Metadata

Last Modified Date
   2020-01-08

IP Status
   No known IP claims.

Contributors
   • See contributors to VK_KHR_ray_tracing_pipeline

Description

A pipeline library is a special pipeline that cannot be bound, instead it defines a set of shaders and shader groups which can be linked into other pipelines. This extension defines the infrastructure for pipeline libraries, but does not specify the creation or usage of pipeline libraries. This is left to additional dependent extensions.

New Structures

• Extending VkGraphicsPipelineCreateInfo:
   ◦ VkPipelineLibraryCreateInfoKHR

New Enum Constants

• VK_KHR_PIPELINE_LIBRARY_EXTENSION_NAME
• VK_KHR_PIPELINE_LIBRARY_SPEC_VERSION
• Extending `VkPipelineCreateFlagBits`:
  ◦ `VK_PIPELINE_CREATE_LIBRARY_BIT_KHR`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_PIPELINE_LIBRARY_CREATE_INFO_KHR`

Version History

• Revision 1, 2020-01-08 (Christoph Kubisch)
  ◦ Initial draft.

**VK_KHR_portability Enumeration**

**Name String**

`VK_KHR_portability Enumeration`

**Extension Type**

Instance extension

**Registered Extension Number**

395

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

None

**Contact**

• Charles Giessen [charles-lunarg](mailto:charles-lunarg)

**Other Extension Metadata**

**Last Modified Date**

2021-06-02

**IP Status**

No known IP claims.

**Interactions and External Dependencies**

• Interacts with `VK_KHR_portability_subset`

**Contributors**

• Lenny Komow, LunarG
  • Charles Giessen, LunarG
Description

This extension allows applications to control whether devices that expose the VK_KHR_portability_subset extension are included in the results of physical device enumeration. Since devices which support the VK_KHR_portability_subset extension are not fully conformant Vulkan implementations, the Vulkan loader does not report those devices unless the application explicitly asks for them. This prevents applications which may not be aware of non-conformant devices from accidentally using them, as any device which supports the VK_KHR_portability_subset extension mandates that the extension must be enabled if that device is used.

This extension is implemented in the loader.

New Enum Constants

- VK_KHR_PORTABILITY_ENUMERATION_EXTENSION_NAME
- VK_KHR_PORTABILITY_ENUMERATION_SPEC_VERSION
- Extending VkInstanceCreateFlagBits:
  - VK_INSTANCE_CREATE_ENUMERATE_PORTABILITY_BIT_KHR

Version History

- Revision 1, 2021-06-02 (Lenny Komow)
  - Initial version

VK_KHR_present_id

Name String

VK_KHR_present_id

Extension Type

Device extension

Registered Extension Number

295

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

- VK_KHR_swapchain
- VK_KHR_get_physical_device_properties2
  or
  Version 1.1
Description
This device extension allows an application that uses the VK_KHR_swapchain extension to provide an identifier for present operations on a swapchain. An application can use this to reference specific present operations in other extensions.

New Structures
- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDevicePresentIdFeaturesKHR
- Extending VkPresentInfoKHR:
  - VkPresentIdKHR

New Enum Constants
- VK_KHR_PRESENT_ID_EXTENSION_NAME
- VK_KHR_PRESENT_ID_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRESENT_ID_FEATURES_KHR
  - VK_STRUCTURE_TYPE_PRESENT_ID_KHR

Issues
None.

Examples

Version History
- Revision 1, 2019-05-15 (Keith Packard)
VK_KHR_present_wait

Name String
VK_KHR_present_wait

Extension Type
Device extension

Registered Extension Number
249

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_swapchain
and
VK_KHR_present_id

Contact
• Keith Packard

Other Extension Metadata

Last Modified Date
2019-05-15

IP Status
No known IP claims.

Contributors
• Keith Packard, Valve
• Ian Elliott, Google
• Tobias Hector, AMD
• Daniel Stone, Collabora

Description
This device extension allows an application that uses the VK_KHR_swapchain extension to wait for present operations to complete. An application can use this to monitor and control the pacing of the application by managing the number of outstanding images yet to be presented.
New Commands

- `vkWaitForPresentKHR`

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDevicePresentWaitFeaturesKHR`

New Enum Constants

- `VK_KHR_PRESENT_WAIT_EXTENSION_NAME`
- `VK_KHR_PRESENT_WAIT_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PRESENT_WAIT_FEATURES_KHR`

Issues

1) When does the wait finish?

RESOLVED. The wait will finish when the present is visible to the user. There is no requirement for any precise timing relationship between the presentation of the image to the user, but implementations should signal the wait as close as possible to the presentation of the first pixel in the new image to the user.

2) Should this use fences or other existing synchronization mechanism.

RESOLVED. Because display and rendering are often implemented in separate drivers, this extension will provide a separate synchronization API.

3) Should this extension share present identification with other extensions?

RESOLVED. Yes. A new extension, `VK_KHR_present_id`, should be created to provide a shared structure for presentation identifiers.

4) What happens when presentations complete out of order wrt calls to `vkQueuePresent`? This could happen if the semaphores for the presentations were ready out of order.

OPTION A: Require that when a PresentId is set that the driver ensure that images are always presented in the order of calls to `vkQueuePresent`.

OPTION B: Finish both waits when the earliest present completes. This will complete the later present wait earlier than the actual presentation. This should be the easiest to implement as the driver need only track the largest present ID completed. This is also the ‘natural’ consequence of interpreting the existing `vkWaitForPresentKHR` specification.

OPTION C: Finish both waits when both have completed. This will complete the earlier presentation later than the actual presentation time. This is allowed by the current specification as there is no precise timing requirement for when the presentId value is updated. This requires slightly more complexity in the driver as it will need to track all outstanding presentId values.
Examples

Version History

• Revision 1, 2019-02-19 (Keith Packard)
  ◦ Initial version

VK_KHR_push_descriptor

Name String

VK_KHR_push_descriptor

Extension Type

Device extension

Registered Extension Number

81

Revision

2

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
  or
  Version 1.1

API Interactions

• Interacts with VK_VERSION_1_1
  • Interacts with VK_KHR_descriptor_update_template

Contact

• Jeff Bolz jeffbolznv

Other Extension Metadata

Last Modified Date

2017-09-12

IP Status

No known IP claims.

Contributors

• Jeff Bolz, NVIDIA
  • Michael Worcester, Imagination Technologies
Description

This extension allows descriptors to be written into the command buffer, while the implementation is responsible for managing their memory. Push descriptors may enable easier porting from older APIs and in some cases can be more efficient than writing descriptors into descriptor sets.

New Commands

- `vkCmdPushDescriptorSetKHR`

If `VK_KHR_descriptor_update_template` is supported:

- `vkCmdPushDescriptorSetWithTemplateKHR`

If `Version 1.1` is supported:

- `vkCmdPushDescriptorSetWithTemplateKHR`

New Structures

- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDevicePushDescriptorPropertiesKHR`

New Enum Constants

- `VK_KHR_PUSH_DESCRIPTOR_EXTENSION_NAME`
- `VK_KHR_PUSH_DESCRIPTOR_SPEC_VERSION`
- Extending `VkDescriptorSetLayoutCreateFlagBits`:
  - `VK_DESCRIPTOR_SET_LAYOUT_CREATE_PUSH_DESCRIPTOR_BIT_KHR`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICALDEVICE_PUSH_DESCRIPTOR_PROPERTIES_KHR`

If `VK_KHR_descriptor_update_template` is supported:

- Extending `VkDescriptorUpdateTemplateType`:
  - `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`

If `Version 1.1` is supported:

- Extending `VkDescriptorUpdateTemplateType`:
  - `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`

Version History

- Revision 1, 2016-10-15 (Jeff Bolz)
  - Internal revisions
- Revision 2, 2017-09-12 (Tobias Hector)
- Added interactions with Vulkan 1.1

### VK_KHR_ray_query

**Name String**

VK_KHR_ray_query

**Extension Type**

Device extension

**Registered Extension Number**

349

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_spirv_1_4 and VK_KHR_acceleration_structure

**SPIR-V Dependencies**

- SPV_KHR_ray_query

**Contact**

- Daniel Koch [dgkoch](mailto:dgkoch)

**Other Extension Metadata**

**Last Modified Date**

2020-11-12

**Interactions and External Dependencies**

- This extension provides API support for GLSL_EXT_ray_query

**Contributors**

- Matthäus Chajdas, AMD
- Greg Grebe, AMD
- Nicolai Hähnle, AMD
- Tobias Hector, AMD
- Dave Oldcorn, AMD
- Skyler Saleh, AMD
- Mathieu Robart, Arm
• Marius Bjorge, Arm
• Tom Olson, Arm
• Sebastian Tafuri, EA
• Henrik Rydgard, Embark
• Juan Cañada, Epic Games
• Patrick Kelly, Epic Games
• Yuriy O'Donnell, Epic Games
• Michael Doggett, Facebook/Oculus
• Andrew Garrard, Imagination
• Don Scorgie, Imagination
• Dae Kim, Imagination
• Joshua Barczak, Intel
• Slawek Grajewski, Intel
• Jeff Bolz, NVIDIA
• Pascal Gautron, NVIDIA
• Daniel Koch, NVIDIA
• Christoph Kubisch, NVIDIA
• Ashwin Lele, NVIDIA
• Robert Stepinski, NVIDIA
• Martin Stich, NVIDIA
• Nuno Subtil, NVIDIA
• Eric Werness, NVIDIA
• Jon Leech, Khronos
• Jeroen van Schijndel, OTOY
• Juul Joosten, OTOY
• Alex Bourd, Qualcomm
• Roman Larionov, Qualcomm
• David McAllister, Qualcomm
• Spencer Fricke, Samsung
• Lewis Gordon, Samsung
• Ralph Potter, Samsung
• Jasper Bekkers, Traverse Research
• Jesse Barker, Unity
• Baldur Karlsson, Valve
**Description**

Rasterization has been the dominant method to produce interactive graphics, but increasing performance of graphics hardware has made ray tracing a viable option for interactive rendering. Being able to integrate ray tracing with traditional rasterization makes it easier for applications to incrementally add ray traced effects to existing applications or to do hybrid approaches with rasterization for primary visibility and ray tracing for secondary queries.

Ray queries are available to all shader types, including graphics, compute and ray tracing pipelines. Ray queries are not able to launch additional shaders, instead returning traversal results to the calling shader.

This extension adds support for the following SPIR-V extension in Vulkan:

- SPV_KHR_ray_query

**New Structures**

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceRayQueryFeaturesKHR

**New Enum Constants**

- VK_KHR_RAY_QUERY_EXTENSION_NAME
- VK_KHR_RAY_QUERY_SPEC_VERSION

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_QUERY_FEATURES_KHR

**New SPIR-V Capabilities**

- RayQueryKHR
- RayTraversalPrimitiveCullingKHR

**Sample Code**

Example of ray query in a GLSL shader, illustrating how to use ray queries to determine whether a given position (at ray origin) is in shadow or not, by tracing a ray towards the light, and checking for any intersections with geometry occluding the light.

```cpp
rayQueryEXT rq;

rayQueryInitializeEXT(rq, accStruct, gl_RayFlagsTerminateOnFirstHitEXT, cullMask, origin, tMin, direction, tMax);

// Traverse the acceleration structure and store information about the first intersection (if any)
rayQueryProceedEXT(rq);
```
if (rayQueryGetIntersectionTypeEXT(rq, true) ==
  gl_RayQueryCommittedIntersectionNoneEXT) {
  // Not in shadow
}

Issues

(1) What are the changes between the public provisional (VK_KHR_ray_tracing v8) release and the final (VK_KHR_acceleration_structure v11 / VK_KHR_ray_query v1) release?

• refactor VK_KHR_ray_tracing into 3 extensions, enabling implementation flexibility and decoupling ray query support from ray pipelines:
  ◦ VK_KHR_acceleration_structure (for acceleration structure operations)
  ◦ VK_KHR_ray_tracing_pipeline (for ray tracing pipeline and shader stages)
  ◦ VK_KHR_ray_query (for ray queries in existing shader stages)

• Update SPIRV capabilities to use RayQueryKHR

• extension is no longer provisional

Version History

• Revision 1, 2020-11-12 (Mathieu Robart, Daniel Koch, Andrew Garrard)
  ◦ Decomposition of the specification, from VK_KHR_ray_tracing to VK_KHR_ray_query (#1918,!3912)
  ◦ update to use RayQueryKHR SPIR-V capability
  ◦ add numerical limits for ray parameters (#2235,!3960)
  ◦ relax formula for ray intersection candidate determination (#2322,!4080)
  ◦ restrict traces to TLAS (#2239,!4141)
  ◦ require HitT to be in ray interval for OpRayQueryGenerateIntersectionKHR (#2359,!4146)
  ◦ add ray query shader stages for AS read bit (#2407,!4203)

VK_KHR_ray_tracing_maintenance1

Name String
  VK_KHR_ray_tracing_maintenance1

Extension Type
  Device extension

Registered Extension Number
  387

Revision
  1
Ratification Status
   Ratified

Extension and Version Dependencies
   VK_KHR_acceleration_structure

API Interactions
   • Interacts with VK_VERSION_1_3
   • Interacts with VK_KHR_ray_tracing_pipeline
   • Interacts with VK_KHR_synchronization2

SPIR-V Dependencies
   • SPV_KHR_ray_cull_mask

Contact
   • Daniel Koch @dgkoch

Other Extension Metadata

Last Modified Date
   2022-02-21

Interactions and External Dependencies
   • This extension provides API support for GLSL_EXT_ray_cull_mask
   • Interacts with VK_KHR_ray_tracing_pipeline
   • Interacts with VK_KHR_synchronization2

Contributors
   • Stu Smith, AMD
   • Tobias Hector, AMD
   • Marius Bjorge, Arm
   • Tom Olson, Arm
   • Yuriy O'Donnell, Epic Games
   • Yunpeng Zhu, Huawei
   • Andrew Garrard, Imagination
   • Dae Kim, Imagination
   • Joshua Barczak, Intel
   • Lionel Landwerlin, Intel
   • Daniel Koch, NVIDIA
   • Eric Werness, NVIDIA
   • Spencer Fricke, Samsung
Description

VK_KHR_ray_tracing_maintenance1 adds a collection of minor ray tracing features, none of which would warrant an entire extension of their own.

The new features are as follows:

- Adds support for the SPV_KHR_ray_cull_mask SPIR-V extension in Vulkan. This extension provides access to built-in CullMaskKHR shader variable which contains the value of the OpTrace* Cull Mask parameter. This new shader variable is accessible in the intersection, any-hit, closest-hit and miss shader stages.
- Adds support for a new pipeline stage and access mask built on top of VK_KHR_synchronization2:
  - VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR to specify execution of acceleration structure copy commands
  - VK_ACCESS_2_SHADER_BINDING_TABLE_READ_BIT_KHR to specify read access to a shader binding table in any shader pipeline stage
- Adds two new acceleration structure query parameters:
  - VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SIZE_KHR to query the acceleration structure size on the device timeline
  - VK_QUERY_TYPE_ACCELERATION_STRUCTURE_SERIALIZATION_BOTTOM_LEVEL_POINTERS_KHR to query the number of bottom level acceleration structure pointers for serialization
- Adds an optional new indirect ray tracing dispatch command, vkCmdTraceRaysIndirect2KHR, which sources the shader binding table parameters as well as the dispatch dimensions from the device. The rayTracingPipelineTraceRaysIndirect2 feature indicates whether this functionality is supported.

New Commands

If VK_KHR_ray_tracing_pipeline is supported:

- vkCmdTraceRaysIndirect2KHR

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceRayTracingMaintenance1FeaturesKHR

If VK_KHR_ray_tracing_pipeline is supported:

- VkTraceRaysIndirectCommand2KHR

New Enum Constants

- VK_KHR_RAY_TRACING_MAINTENANCE_1_EXTENSION_NAME
- VK_KHR_RAY_TRACING_MAINTENANCE_1_SPEC_VERSION
- Extending VkQueryType:
Extending `VkStructureType`:

- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_MAINTENANCE_1_FEATURES_KHR`

If `VK_KHR_synchronization2` or Version 1.3 is supported:

- Extending `VkPipelineStageFlagBits2`:
  - `VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR`

New Built-In Variables

- `CullMaskKHR`

New SPIR-V Capabilities

- `RayCullMaskKHR`

Issues

None Yet!

Version History

- Revision 1, 2022-02-21 (Members of the Vulkan Ray Tracing TSG)
  - internal revisions

**VK_KHR_ray_tracing_pipeline**

Name String

- `VK_KHR_ray_tracing_pipeline`

Extension Type

- Device extension

Registered Extension Number

- 348

Revision

- 1

Ratification Status

- Ratified

Extension and Version Dependencies

- `VK_KHR_spirv_1_4`
- `VK_KHR_acceleration_structure`
SPIR-V Dependencies

- SPV_KHR_ray_tracing

Contact

- Daniel Koch @dgkoch

Other Extension Metadata

Last Modified Date

2020-11-12

Interactions and External Dependencies

- This extension provides API support for GLSL_EXT_ray_tracing
- This extension interacts with Vulkan 1.2 and VK_KHR_vulkan_memory_model, adding the shader-call-related relation of invocations, shader-call-order partial order of dynamic instances of instructions, and the ShaderCallKHR scope.
- This extension interacts with VK_KHR_pipeline_library, enabling pipeline libraries to be used with ray tracing pipelines and enabling usage of VkRayTracingPipelineInterfaceCreateInfoKHR.

Contributors

- Matthäus Chajdas, AMD
- Greg Grebe, AMD
- Nicolai Hähnle, AMD
- Tobias Hector, AMD
- Dave Oldcorn, AMD
- Skyler Saleh, AMD
- Mathieu Robart, Arm
- Marius Bjorge, Arm
- Tom Olson, Arm
- Sebastian Tafuri, EA
- Henrik Rydgard, Embark
- Juan Cañada, Epic Games
- Patrick Kelly, Epic Games
- Yuriy O'Donnell, Epic Games
- Michael Doggett, Facebook/Oculus
- Andrew Garrard, Imagination
- Don Scorgie, Imagination
- Dae Kim, Imagination
- Joshua Barczak, Intel
Description

Rasterization has been the dominant method to produce interactive graphics, but increasing performance of graphics hardware has made ray tracing a viable option for interactive rendering. Being able to integrate ray tracing with traditional rasterization makes it easier for applications to incrementally add ray traced effects to existing applications or to do hybrid approaches with rasterization for primary visibility and ray tracing for secondary queries.

To enable ray tracing, this extension adds a few different categories of new functionality:

- A new ray tracing pipeline type with new shader domains: ray generation, intersection, any-hit, closest hit, miss, and callable
- A shader binding indirection table to link shader groups with acceleration structure items
- Ray tracing commands which initiate the ray pipeline traversal and invocation of the various new shader domains depending on which traversal conditions are met

This extension adds support for the following SPIR-V extension in Vulkan:
New Commands

- `vkCmdSetRayTracingPipelineStackSizeKHR`
- `vkCmdTraceRaysIndirectKHR`
- `vkCmdTraceRaysKHR`
- `vkCreateRayTracingPipelinesKHR`
- `vkGetRayTracingCaptureReplayShaderGroupHandlesKHR`
- `vkGetRayTracingShaderGroupHandlesKHR`
- `vkGetRayTracingShaderGroupStackSizeKHR`

New Structures

- `VkRayTracingPipelineCreateInfoKHR`
- `VkRayTracingPipelineInterfaceCreateInfoKHR`
- `VkRayTracingShaderGroupCreateInfoKHR`
- `VkStridedDeviceAddressRegionKHR`
- `VkTraceRaysIndirectCommandKHR`

Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
- `VkPhysicalDeviceRayTracingPipelineFeaturesKHR`

Extending `VkPhysicalDeviceProperties2`:
- `VkPhysicalDeviceRayTracingPipelinePropertiesKHR`

New Enums

- `VkRayTracingShaderGroupTypeKHR`
- `VkShaderGroupShaderKHR`

New Enum Constants

- `VK_KHR_RAY_TRACING_PIPELINE_EXTENSION_NAME`
- `VK_KHR_RAY_TRACING_PIPELINE_SPEC_VERSION`
- `VK_SHADER_UNUSED_KHR`

Extending `VkBufferUsageFlagBits`:
- `VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR`

Extending `VkDynamicState`:
- `VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR`

Extending `VkPipelineBindPoint`:
- `VK_PIPELINE_BIND_POINT_RAY_TRACING_KHR`
• Extending `VkPipelineCreateFlagBits`:
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_ANY_HIT_SHADERS_BIT_KHR`
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_CLOSEST_HIT_SHADERS_BIT_KHR`
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_INTERSECTION_SHADERS_BIT_KHR`
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_MISS_SHADERS_BIT_KHR`
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR`
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_AABBS_BIT_KHR`
  ◦ `VK_PIPELINE_CREATE_RAY_TRACING_SKIP_TRIANGLES_BIT_KHR`

• Extending `VkPipelineStageFlagBits`:
  ◦ `VK_PIPELINE_STAGE_RAY_TRACING_SHADER_BIT_KHR`

• Extending `VkShaderStageFlagBits`:
  ◦ `VK_SHADER_STAGE_ANY_HIT_BIT_KHR`
  ◦ `VK_SHADER_STAGE_CALLABLE_BIT_KHR`
  ◦ `VK_SHADER_STAGE_CLOSEST_HIT_BIT_KHR`
  ◦ `VK_SHADER_STAGE_INTERSECTION_BIT_KHR`
  ◦ `VK_SHADER_STAGE_MISS_BIT_KHR`
  ◦ `VK_SHADER_STAGE_RAYGEN_BIT_KHR`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_PIPELINE_FEATURES_KHR`
  ◦ `VK_STRUCTURE_TYPE_PHYSICALDEVICERAYTRACING_PIPELINE_PROPERTIES_KHR`
  ◦ `VK_STRUCTURE_TYPE_RAY_TRACING_PIPELINE_CREATE_INFO_KHR`
  ◦ `VK_STRUCTURE_TYPE_RAY_TRACING_PIPELINE_INTERFACE_CREATE_INFO_KHR`
  ◦ `VK_STRUCTURE_TYPE_RAY_TRACING_SHADER_GROUP_CREATE_INFO_KHR`

**New or Modified Built-In Variables**

• `LaunchIdKHR`
• `LaunchSizeKHR`
• `WorldRayOriginKHR`
• `WorldRayDirectionKHR`
• `ObjectRayOriginKHR`
• `ObjectRayDirectionKHR`
• `RayTminKHR`
• `RayTmaxKHR`
• `InstanceCustomIndexKHR`
• `InstanceId`
• ObjectToWorldKHR
• WorldToObjectKHR
• HitKindKHR
• IncomingRayFlagsKHR
• RayGeometryIndexKHR
• (modified) PrimitiveId

New SPIR-V Capabilities

• RayTracingKHR
• RayTraversalPrimitiveCullingKHR

Issues

(1) How does this extension differ from VK_NV_ray_tracing?

DISCUSSION:

The following is a summary of the main functional differences between VK_KHR_ray_tracing_pipeline and VK_NV_ray_tracing:

• added support for indirect ray tracing (vkCmdTraceRaysIndirectKHR)
• uses SPV_KHR_ray_tracing instead of SPV_NV_ray_tracing
  ◦ refer to KHR SPIR-V enums instead of NV SPIR-V enums (which are functionally equivalent and aliased to the same values).
  ◦ added RayGeometryIndexKHR built-in
• removed vkCompileDeferredNV compilation functionality and replaced with deferred host operations interactions for ray tracing
• added VkPhysicalDeviceRayTracingPipelineFeaturesKHR structure
• extended VkPhysicalDeviceRayTracingPipelinePropertiesKHR structure
  ◦ renamed maxRecursionDepth to maxRayRecursionDepth and it has a minimum of 1 instead of 31
  ◦ require shaderGroupHandleSize to be 32 bytes
  ◦ added maxRayDispatchInvocationCount, shaderGroupHandleAlignment and maxRayHitAttributeSize
• reworked geometry structures so they could be better shared between device, host, and indirect builds
• changed SBT parameters to a structure and added size (VkStridedDeviceAddressRegionKHR)
• add parameter for requesting memory requirements for host and/or device build
• added pipeline library support for ray tracing
• added watertightness guarantees
• added no-null-shader pipeline flags (VK_PIPELINE_CREATE_RAY_TRACING_NO_NULL_/*_SHADERS_BIT_KHR)
• added memory model interactions with ray tracing and define how subgroups work and can be repacked

(3) What are the changes between the public provisional (VK_KHR_ray_tracing v8) release and the internal provisional (VK_KHR_ray_tracing v9) release?

• Require Vulkan 1.1 and SPIR-V 1.4
• Added interactions with Vulkan 1.2 and VK_KHR_vulkan_memory_model
• added creation time capture and replay flags
  ◦ added VK_PIPELINE_CREATERAYTRACING_SHADER_GROUP_HANDLE_CAPTURE_REPLAY_BIT_KHR to VkPipelineCreateFlagBits
• replace VkStridedBufferRegionKHR with VkStridedDeviceAddressRegionKHR and change vkCmdTraceRaysKHR, vkCmdTraceRaysIndirectKHR, to take these for the shader binding table and use device addresses instead of buffers.
• require the shader binding table buffers to have the VK_BUFFER_USAGE_RAY_TRACING_BIT_KHR set
• make VK_KHR_pipeline_library an interaction instead of required extension
• rename the libraries member of VkRayTracingPipelineCreateInfoKHR to pLibraryInfo and make it a pointer
• make VK_KHR_deferred_host_operations an interaction instead of a required extension (later went back on this)
• added explicit stack size management for ray tracing pipelines
  ◦ removed the maxCallableSize member of VkRayTracingPipelineInterfaceCreateInfoKHR
  ◦ added the pDynamicState member to VkRayTracingPipelineCreateInfoKHR
  ◦ added VK_DYNAMIC_STATE_RAY_TRACING_PIPELINE_STACK_SIZE_KHR dynamic state for ray tracing pipelines
    ◦ added vkGetRayTracingShaderGroupStackSizeKHR and vkCmdSetRayTracingPipelineStackSizeKHR commands
  ◦ added VkShaderGroupShaderKHR enum
• Added maxRayDispatchInvocationCount limit to VkPhysicalDeviceRayTracingPipelinePropertiesKHR
• Added shaderGroupHandleAlignment property to VkPhysicalDeviceRayTracingPipelinePropertiesKHR
• Added maxRayHitAttributeSize property to VkPhysicalDeviceRayTracingPipelinePropertiesKHR
• Clarify deferred host ops for pipeline creation
  ◦ VkDeferredOperationKHR is now a top-level parameter for vkCreateRayTracingPipelinesKHR
  ◦ removed VkDeferredOperationInfoKHR structure
  ◦ change deferred host creation/return parameter behavior such that the implementation can modify such parameters until the deferred host operation completes
  ◦ VK_KHR_deferred_host_operations is required again
What are the changes between the internal provisional (VK_KHR_ray_tracing v9) release and the final (VK_KHR_acceleration_structure v11 / VK_KHR_ray_tracing_pipeline v1) release?

- refactor VK_KHR_ray_tracing into 3 extensions, enabling implementation flexibility and decoupling ray query support from ray pipelines:
  - VK_KHR_acceleration_structure (for acceleration structure operations)
  - VK_KHR_ray_tracing_pipeline (for ray tracing pipeline and shader stages)
  - VK_KHR_ray_query (for ray queries in existing shader stages)

- Require Volatile for the following builtins in the ray generation, closest hit, miss, intersection, and callable shader stages:
  - SubgroupSize, SubgroupLocalInvocationId, SubgroupEqMask, SubgroupGeMask, SubgroupGtMask, SubgroupLeMask, SubgroupLtMask
  - SMIDNV, WarpIDNV

- clarify buffer usage flags for ray tracing
  - VK_BUFFER_USAGE_SHADER_BINDING_TABLE_BIT_KHR is added as an alias of VK_BUFFER_USAGE_RAY_TRACING_BIT_NV and is required on shader binding table buffers
  - VK_BUFFERUSAGE_STORAGE_BUFFER_BIT is used in VK_KHR_acceleration_structure for scratchData

- rename maxRecursionDepth to maxRayPipelineRecursionDepth (pipeline creation) and maxRayRecursionDepth (limit) to reduce confusion

- Add queryable maxRayHitAttributeSize limit and rename members of VkRayTracingPipelineInterfaceCreateInfoKHR to maxPipelineRayPayloadSize and maxPipelineRayHitAttributeSize for clarity

- update SPIRV capabilities to use RayTracingKHR

- extension is no longer provisional

- define synchronization requirements for indirect trace rays and indirect buffer

This extension adds gl_InstanceID for the intersection, any-hit, and closest hit shaders, but in KHR_vulkan_gsl, gl_InstanceID is replaced with gl_InstanceIndex. Which should be used for Vulkan in this extension?

**RESOLVED:** This extension uses gl_InstanceID and maps it to InstanceId in SPIR-V. It is acknowledged that this is different than other shader stages in Vulkan. There are two main reasons for the difference here:

- symmetry with gl_PrimitiveID which is also available in these shaders
- there is no “baseInstance” relevant for these shaders, and so ID makes it more obvious that this is zero-based.

Why is VK_KHR_pipeline_library an interaction instead of a required dependency, particularly when the “Feature Requirements” section says it is required to be supported anyhow?

**RESOLVED:** If VK_KHR_pipeline_library were a required extension dependency, then every application would need to enable the extension whether or not they actually want to use the
pipeline library functionality. Developers found this to be annoying and unfriendly behavior. We do wish to require all **implementations** to support it though, and thus it is listed in the feature requirements section.

**Sample Code**

Example ray generation GLSL shader

```
#version 450 core
#extension GL_EXT_ray_tracing : require
layout(set = 0, binding = 0, rgba8) uniform image2D image;
layout(set = 0, binding = 1) uniform accelerationStructureEXT as;
layout(location = 0) rayPayloadEXT float payload;

void main()
{
  vec4 col = vec4(0, 0, 0, 1);
  vec3 origin = vec3(float(gl_LaunchIDEXT.x)/float(gl_LaunchSizeEXT.x),
                      float(gl_LaunchIDEXT.y)/float(gl_LaunchSizeEXT.y), 1.0);
  vec3 dir = vec3(0.0, 0.0, -1.0);
  traceRayEXT(as, 0, 0xff, 0, 1, 0, origin, 0.0, dir, 1000.0, 0);
  col.y = payload;
  imageStore(image, ivec2(gl_LaunchIDEXT.xy), col);
}
```

**Version History**

• Revision 1, 2020-11-12 (Mathieu Robart, Daniel Koch, Eric Werness, Tobias Hector)
  
  ○ Decomposition of the specification, from VK_KHR_ray_tracing to VK_KHR_ray_tracing_pipeline (#1918,!3912)
  
  ○ require certain subgroup and sm_shader_builtin shader builtins to be decorated as volatile in the ray generation, closest hit, miss, intersection, and callable stages (#1924,!3903,!3954)
  
  ○ clarify buffer usage flags for ray tracing (#2181,!3939)
  
  ○ rename maxRecursionDepth to maxRayPipelineRecursionDepth and maxRayRecursionDepth (#2203,!3937)
  
  ○ add queryable maxRayHitAttributeSize and rename members of VkRayTracingPipelineInterfaceCreateInfoKHR (#2102,!3966)
  
  ○ update to use RayTracingKHR SPIR-V capability
  
  ○ add VUs for matching hit group type against geometry type (#2245,!3994)
  
  ○ require RayTMaxKHR be volatile in intersection shaders (#2268,!4030)
  
  ○ add numerical limits for ray parameters (#2235,!3960)
- fix SBT indexing rules for device addresses (#2308,14079)
- relax formula for ray intersection candidate determination (#2322,14080)
- add more details on ShaderRecordBufferKHR variables (#2230,14083)
- clarify valid bits for InstanceCustomIndexKHR (GLSL/GLSL#19,14128)
- allow at most one IncomingRayPayloadKHR, IncomingCallableDataKHR, and HitAttributeKHR (!4129)
- add minimum for maxShaderGroupStride (#2353,14131)
- require VK_KHR_pipeline_library extension to be supported (#2348,14135)
- clarify meaning of 'geometry index' (#2272,14137)
- restrict traces to TLAS (#2239,14141)
- add note about maxPipelineRayPayloadSize (#2383,14172)
- do not require raygen shader in pipeline libraries (!4185)
- define sync for indirect trace rays and indirect buffer (#2407,14208)

**VK_KHR_ray_tracing_position_fetch**

**Name String**

VK_KHR_ray_tracing_position_fetch

**Extension Type**

Device extension

**Registered Extension Number**

482

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_acceleration_structure

**SPIR-V Dependencies**

- SPV_KHR_ray_tracing_position_fetch

**Contact**

- Eric Werness

**Extension Proposal**

VK_KHR_ray_tracing_position_fetch
Interactions and External Dependencies

- This extension provides API support for `GLSL_EXT_ray_tracing_position_fetch`
- Interacts with `VK_KHR_ray_tracing_pipeline`
- Interacts with `VK_KHR_ray_query`

Contributors

- Eric Werness, NVIDIA
- Stu Smith, AMD
- Yurii O'Donnell, Epic Games
- Ralph Potter, Samsung
- Joshua Barczak, Intel
- Lionel Landwerlin, Intel
- Andrew Garrard, Imagination Technologies
- Alex Bourd, Qualcomm
- Yunpeng Zhu, Huawei Technologies
- Marius Bjorge, Arm
- Daniel Koch, NVIDIA

Description

`VK_KHR_ray_tracing_position_fetch` adds the ability to fetch the vertex positions in the shader from a hit triangle as stored in the acceleration structure.

An application adds `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DATA_ACCESS_KHR` to the acceleration structure at build time. Then, if the hit is a triangle geometry, the shader (any-hit or closest hit for ray pipelines or using ray query) can fetch the three, three-component vertex positions in object space, of the triangle which was hit.

New Structures

- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceRayTracingPositionFetchFeaturesKHR`

New Enum Constants

- `VK_KHR_RAY_TRACING_POSITION_FETCH_EXTENSION_NAME`
- `VK_KHR_RAY_TRACING_POSITION_FETCH_SPEC_VERSION`
- Extending `VkBuildAccelerationStructureFlagBitsKHR`:
• VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DATA_ACCESS_KHR

• Extending VkStructureType:
  • VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_RAY_TRACING_POSITION_FETCH_FEATURES_KHR

New Built-In Variables

• HitTriangleVertexPositionsKHR

New SPIR-V Capabilities

• RayTracingPositionFetchKHR

Issues

None Yet!

Version History

• Revision 1, 2023-02-17 (Eric Werness)
  • internal revisions

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
  • 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_expect_assume

Name String
VK_KHR_shader_expect_assume

Extension Type
Device extension

Registered Extension Number
545

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

SPIR-V Dependencies
• SPV_KHR_expect_assume

Contact
• Kevin Petit (kpet)

Extension Proposal
VK_KHR_shader_expect_assume

Other Extension Metadata

Last Modified Date
2023-12-06

IP Status
No known IP claims.

Contributors
• Kevin Petit, Arm
• Tobias Hector, AMD
• James Fitzpatrick, Imagination Technologies

Description
This extension allows the use of the SPV_KHR_expect_assume extension in SPIR-V shader modules which enables SPIR-V producers to provide optimization hints to the Vulkan implementation.
New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceShaderExpectAssumeFeaturesKHR`

New Enum Constants

- `VK_KHR_SHADER_EXPECT_ASSUME_EXTENSION_NAME`
- `VK_KHR_SHADER_EXPECT_ASSUME_SPEC_VERSION`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_EXPECT_ASSUME_FEATURES_KHR`

New SPIR-V Capabilities

- `ExpectAssumeKHR`

Version History

- Revision 1, 2023-12-06 (Kevin Petit)
  - Initial revision

`VK_KHR_shader_float_controls2`

Name String

`VK_KHR_shader_float_controls2`

Extension Type

Device extension

Registered Extension Number

529

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

**Version 1.1**

and

`VK_KHR_shader_float_controls`

SPIR-V Dependencies

- `SPV_KHR_float_controls2`

Contact

- Graeme Leese `gnl21`
Extension Proposal

VK_KHR_shader_float_controls2

Other Extension Metadata

Last Modified Date
2023-05-16

Interactions and External Dependencies
• This extension requires SPV_KHR_float_controls2.

Contributors
• Graeme Leese, Broadcom

Description

This extension enables use of the more expressive fast floating-point math flags in the SPV_KHR_float_controls2 extension. These flags give finer-grained control over which optimizations compilers may apply, potentially speeding up execution while retaining correct results.

The extension also adds control over the fast-math modes to the GLSL extended instruction set, making these operations more consistent with SPIR-V and allowing their use in situations where floating-point conformance is important.

New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceShaderFloatControls2FeaturesKHR

New Enum Constants

• VK_KHR_SHADER_FLOAT_CONTROLS_2_EXTENSION_NAME
• VK_KHR_SHADER_FLOAT_CONTROLS_2_SPEC_VERSION

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT_CONTROLS_2_FEATURES_KHR

New SPIR-V Capabilities

• FloatControls2

Version History

• Revision 1, 2023-05-16 (Graeme Leese)
  ◦ Initial draft
VK_KHR_shader_maximal_reconvergence

Name String
VK_KHR_shader_maximal_reconvergence

Extension Type
Device extension

Registered Extension Number
435

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
Version 1.1

SPIR-V Dependencies
• SPV_KHR_maximal_reconvergence

Contact
• Alan Baker alan-baker

Extension Proposal
VK_KHR_shader_maximal_reconvergence

Other Extension Metadata

Last Modified Date
2021-11-12

IP Status
No known IP claims.

Interactions and External Dependencies
• Requires SPIR-V 1.3.
• This extension requires SPV_KHR_maximal_reconvergence

Contributors
• Alan Baker, Google

Description
This extension allows the use of the SPV_KHR_maximal_reconvergence SPIR-V extension in shader modules. SPV_KHR_maximal_reconvergence provides stronger guarantees that diverged subgroups will reconverge. These guarantees should match shader author intuition about divergence and
reconvergence of invocations based on the structure of the code in the HLL.

Developers should utilize this extension if they require stronger guarantees about reconvergence than either the core spec or SPV_KHR_subgroup_uniform_control_flow. This extension will define the rules that govern how invocations diverge and reconverge in a way that should match developer intuition. It allows robust programs to be written relying on subgroup operations and other tangled instructions.

**New Structures**

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceShaderMaximalReconvergenceFeaturesKHR`

**New Enum Constants**

- `VK_KHR_SHADER_MAXIMAL_RECONVERGENCE_EXTENSION_NAME`
- `VK_KHR_SHADER_MAXIMAL_RECONVERGENCE_SPEC_VERSION`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_MAXIMAL_RECONVERGENCE_FEATURES_KHR`

**New SPIR-V Capabilities**

- `MaximallyReconvergesKHR`

**Version History**

- Revision 1, 2021-11-12 (Alan Baker)
  - Internal draft version

**VK_KHR_shader_quad_control**

**Name String**

`VK_KHR_shader_quad_control`

**Extension Type**

Device extension

**Registered Extension Number**

236

**Revision**

1

**Ratification Status**

Ratified
Extension and Version Dependencies

Version 1.1
and
VK_KHR_vulkan_memory_model
and
VK_KHR_shader_maximal_reconvergence

SPIR-V Dependencies

• SPV_KHR_quad_control

Contact

• Tobias Hector @tobski

Extension Proposal

VK_KHR_shader_quad_control

Other Extension Metadata

Last Modified Date

2023-11-01

IP Status

No known IP claims.

Contributors

• Tobias Hector, AMD
• Bill Licea-Kane, Qualcomm
• Graeme Leese, Broadcom
• Jan-Harald Fredriksen, Arm
• Nicolai Hähnle, AMD
• Jeff Bolz, NVidia
• Alan Baker, Google
• Hans-Kristian Arntzen, Valve

Description

This extension adds new quad any/all operations, requires that derivatives are well-defined in quad-uniform control flow, and adds the ability to require helper invocations participate in group operations.

New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  • VkPhysicalDeviceShaderQuadControlFeaturesKHR
New Enum Constants

- VK_KHR_SHADER_QUAD_CONTROL_EXTENSION_NAME
- VK_KHR_SHADER_QUAD_CONTROL_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_QUAD_CONTROL_FEATURES_KHR

New SPIR-V Capabilities

- QuadControlKHR

Version History

- Revision 1, 2023-11-01 (Tobias Hector)
  - Initial draft

VK_KHR_shader_subgroup_rotate

Name String

- VK_KHR_shader_subgroup_rotate

Extension Type

- Device extension

Registered Extension Number

- 417

Revision

- 2

Ratification Status

- Ratified

Extension and Version Dependencies

- None

SPIR-V Dependencies

- SPV_KHR_subgroup_rotate

Contact

- Kevin Petit (kpet)

Extension Proposal

- VK_KHR_shader_subgroup_rotate

Last Modified Date

- 2024-01-29
IP Status
No known IP claims.

Contributors
• Kévin Petit, Arm Ltd.
• Tobias Hector, AMD
• John Leech, Khronos
• Matthew Netsch, Qualcomm
• Jan-Harald Fredriksen, Arm Ltd.
• Graeme Leese, Broadcom
• Tom Olson, Arm Ltd.
• Spencer Fricke, LunarG Inc.

This extension adds support for the subgroup rotate instruction defined in SPV_KHR_subgroup_rotate.

New Structures
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceShaderSubgroupRotateFeaturesKHR

New Enum Constants
• VK_KHR_SHADER_SUBGROUP_ROTATE_EXTENSION_NAME
• VK_KHR_SHADER_SUBGROUP_ROTATE_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_ROTATE_FEATURES_KHR
• Extending VkSubgroupFeatureFlagBits:
  ◦ VK_SUBGROUP_FEATURE_ROTATE_BIT_KHR
  ◦ VK_SUBGROUP_FEATURE_ROTATE_CLUSTERED_BIT_KHR

New SPIR-V Capabilities
• GroupNonUniformRotateKHR

Version History
• Revision 2, 2024-01-29 (Kévin Petit)
  ◦ Add VK_SUBGROUP_FEATURE_ROTATE_BIT_KHR and VK_SUBGROUP_FEATURE_ROTATE_CLUSTERED_BIT_KHR
• Revision 1, 2023-06-20 (Kévin Petit)
  ◦ Initial revision
VK_KHR_shader_subgroup_uniform_control_flow

Name String
VK_KHR_shader_subgroup_uniform_control_flow

Extension Type
Device extension

Registered Extension Number
324

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
Version 1.1

SPIR-V Dependencies
• SPV_KHR_subgroup_uniform_control_flow

Contact
• Alan Baker alan-baker

Other Extension Metadata

Last Modified Date
2020-08-27

IP Status
No known IP claims.

Interactions and External Dependencies
• Requires SPIR-V 1.3.
  • This extension provides API support for GL_EXT_subgroupuniform_qualifier

Contributors
• Alan Baker, Google
  • Jeff Bolz, NVIDIA

Description
This extension allows the use of the SPV_KHR_subgroup_uniform_control_flow SPIR-V extension in shader modules. SPV_KHR_subgroup_uniform_control_flow provides stronger guarantees that diverged subgroups will reconverge.

Developers should utilize this extension if they use subgroup operations to reduce the work
performed by a uniform subgroup. This extension will guarantee that uniform subgroup will reconverge in the same manner as invocation groups (see “Uniform Control Flow” in the Khronos SPIR-V Specification).

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceShaderSubgroupUniformControlFlowFeaturesKHR`

New Enum Constants

- `VK_KHR_SHADER_SUBGROUP_UNIFORM_CONTROL_FLOW_EXTENSION_NAME`
- `VK_KHR_SHADER_SUBGROUP_UNIFORM_CONTROL_FLOW_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_UNIFORM_CONTROL_FLOW_FEATURES_KHR`

Version History

- Revision 1, 2020-08-27 (Alan Baker)
  - Internal draft version

**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`
- `VK_KHR_get_surface_capabilities2`
- `VK_KHR_get_physical_device_properties2`
- `Version 1.1`
Contact
  • Alon Or-bach @alonorbach

Other Extension Metadata

Last Modified Date
  2017-03-20

IP Status
  No known IP claims.

Contributors
  • Alon Or-bach, Samsung Electronics
  • Ian Elliott, Google
  • 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

Examples

Note
The example code for the VK_KHR_surface and VK_KHR_swapchain extensions was removed from the appendix after revision 1.0.29. This WSI example code was ported to the cube demo that is shipped with the official Khronos SDK, and is being kept up-to-date in that location (see: https://github.com/KhronosGroup/Vulkan-Tools/blob/main/cube/cube.c).
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)
VK_KHR_surface_protected_capabilities

Name String
VK_KHR_surface_protected_capabilities

Extension Type
Instance extension

Registered Extension Number
240

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
Version 1.1
and
VK_KHR_get_surface_capabilities2

Contact
• Sandeep Shinde sashinde

Other Extension Metadata

Last Modified Date
2018-12-18

IP Status
No known IP claims.

Contributors
• Sandeep Shinde, NVIDIA
• James Jones, NVIDIA
• Daniel Koch, NVIDIA

Description
This extension extends VkSurfaceCapabilities2KHR, providing applications a way to query whether swapchains can be created with the VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR flag set.

Vulkan 1.1 added (optional) support for protect memory and protected resources including buffers (VK_BUFFER_CREATE_PROTECTED_BIT), images (VK_IMAGE_CREATE_PROTECTED_BIT), and swapchains
(VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR). However, on implementations which support multiple windowing systems, not all window systems may be able to provide a protected display path.

This extension provides a way to query if a protected swapchain created for a surface (and thus a specific windowing system) can be displayed on screen. It extends the existing VkSurfaceCapabilities2KHR structure with a new VkSurfaceProtectedCapabilitiesKHR structure from which the application can obtain information about support for protected swapchain creation through vkGetPhysicalDeviceSurfaceCapabilities2KHR.

New Structures

- Extending VkSurfaceCapabilities2KHR:
  - VkSurfaceProtectedCapabilitiesKHR

New Enum Constants

- VK_KHR_SURFACE_PROTECTED_CAPABILITIES_EXTENSION_NAME
- VK_KHR_SURFACE_PROTECTED_CAPABILITIES_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_SURFACE_PROTECTED_CAPABILITIES_KHR

Version History

- Revision 1, 2018-12-18 (Sandeep Shinde, Daniel Koch)
  - Internal revisions.

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](http://cubanismo)
- Ian Elliott [ianelliottus](http://ianelliottus)

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
- Patrick Doane, Blizzard
- Ian Elliott, LunarG
- Jesse Hall, Google
- Mathias Heyer, NVIDIA
- 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
- Matthaeus 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:

- VkAcquireNextImageInfoKHR
- VkDeviceGroupPresentCapabilitiesKHR

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
the presentable image.

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 \texttt{VK_PRESENT_MODE_MAILBOX_KHR} provide non-blocking guarantees for \texttt{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 \texttt{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 \texttt{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 \texttt{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 \texttt{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 \texttt{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 -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 VK_COMPOSITE_ALPHA_INHERIT_BIT_KHR is provided like for surface transforms.

27) Is `vkCreateSwapchainKHR` the right function to return VK_ERROR_NATIVE_WINDOW_IN_USE_KHR, or should the various platform-specific `VkSurfaceKHR` factory functions catch this error earlier?

**RESOLVED:** For most platforms, the `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 `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.

**Examples**

```
Note

The example code for the `VK_KHR_surface` and `VK_KHR_swapchain` extensions was removed from the appendix after revision 1.0.29. This WSI example code was ported to the cube demo that is shipped with the official Khronos SDK, and is being kept up-to-date in that location (see: https://github.com/KhronosGroup/Vulkan-\Tools/blob/main/cube/cube.c).
```

**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, `pSurfaceDescription` is used consistently, instead of sometimes using `pSurface`.
- **Revision 4, 2015-05-27** (James Jones)
  - Fixed some grammatical errors and typos
• Filled in the description of imageUseFlags when creating a swapchain.
• Added a description of 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) 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
- 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

**Contact**

- Daniel Rakos [drakos-amd](mailto:drakos-amd)

**Other Extension Metadata**

**Last Modified Date**

2018-03-28

**IP Status**

No known IP claims.
Contributors

- Faith Ekstrand, Intel
- Jan-Harald Fredriksen, ARM
- Jesse Hall, Google
- Daniel Rakos, AMD
- Ray Smith, ARM

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 VkSwapchainCreateFlagBitsKHR:
  - `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_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_KHR_video_decode_av1

Name String

VK_KHR_video_decode_av1

Extension Type

Device extension

Registered Extension Number

513

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_video_decode_queue
Contact
  • Daniel Rakos @aqnuep

Extension Proposal
  VK_KHR_video_decode_av1

Other Extension Metadata

Last Modified Date
  2024-01-02

IP Status
  No known IP claims.

Contributors
  • Ahmed Abdelkalek, AMD
  • Benjamin Cheng, AMD
  • Ho Hin Lau, AMD
  • Lynne Iribarren, Independent
  • David Airlie, Red Hat, Inc.
  • Ping Liu, Intel
  • Srinath Kumarapuram, NVIDIA
  • Vassili Nikolaev, NVIDIA
  • Tony Zlatinski, NVIDIA
  • Charlie Turner, Igalia
  • Daniel Almeida, Collabora
  • Nicolas Dufresne, Collabora
  • Daniel Rakos, RasterGrid

Description
This extension builds upon the VK_KHR_video_decode_queue extension by adding support for decoding elementary video stream sequences compliant with the AV1 video compression standard.

New Structures
  • Extending VkVideoCapabilitiesKHR:
    ◦ VkVideoDecodeAV1CapabilitiesKHR
  • Extending VkVideoDecodeInfoKHR:
    ◦ VkVideoDecodeAV1PictureInfoKHR
  • Extending VkVideoProfileInfoKHR, VkQueryPoolCreateInfo:
    ◦ VkVideoDecodeAV1ProfileInfoKHR
• Extending VkVideoReferenceSlotInfoKHR:
  ◦ VkVideoDecodeAV1DpbSlotInfoKHR

• Extending VkVideoSessionParametersCreateInfoKHR:
  ◦ VkVideoDecodeAV1SessionParametersCreateInfoKHR

New Enum Constants

• VK_KHR_VIDEO_DECODE_AV1_EXTENSION_NAME
• VK_KHR_VIDEO_DECODE_AV1_SPEC_VERSION
• VK_MAX_VIDEO_AV1_REFERENCES_PER_FRAME_KHR

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_CAPABILITIES_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_DPB_SLOT_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_PICTURE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_PROFILE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_AV1_SESSION_PARAMETERS_CREATE_INFO_KHR

• Extending VkVideoCodecOperationFlagBitsKHR:
  ◦ VK_VIDEO_CODEC_OPERATION_DECODE_AV1_BIT_KHR

Version History

• Revision 1, 2024-01-02 (Daniel Rakos)
  ◦ Internal revisions

VK_KHR_video_decode_h264

Name String
  VK_KHR_video_decode_h264

Extension Type
  Device extension

Registered Extension Number
  41

Revision
  9

Ratification Status
  Ratified

Extension and Version Dependencies
  VK_KHR_video_decode_queue
Contact
  • peter.fang@amd.com

Extension Proposal
  VK_KHR_video_decode_h264

Other Extension Metadata

Last Modified Date
  2023-12-05

IP Status
  No known IP claims.

Contributors
  • Ahmed Abdelkhalek, AMD
  • Chunbo Chen, Intel
  • HoHin Lau, AMD
  • Jake Beju, AMD
  • Peter Fang, AMD
  • Ping Liu, Intel
  • Srinath Kumarapuram, NVIDIA
  • Tony Zlatinski, NVIDIA
  • Daniel Rakos, RasterGrid

Description

This extension builds upon the VK_KHR_video_decode_queue extension by adding support for decoding elementary video stream sequences compliant with the H.264/AVC video compression standard.

Note
  This extension was promoted to KHR from the provisional extension VK_EXT_video_decode_h264.

New Structures

  • Extending VkVideoCapabilitiesKHR:
    ◦ VkVideoDecodeH264CapabilitiesKHR
  • Extending VkVideoDecodeInfoKHR:
    ◦ VkVideoDecodeH264PictureInfoKHR
  • Extending VkVideoProfileInfoKHR, VkQueuePoolCreateInfo:
    ◦ VkVideoDecodeH264ProfileInfoKHR
  • Extending VkVideoReferenceSlotInfoKHR:
New Enums
• VkVideoDecodeH264PictureLayoutFlagBitsKHR

New Bitmasks
• VkVideoDecodeH264PictureLayoutFlagsKHR

New Enum Constants
• VK_KHR_VIDEO_DECODE_H264_EXTENSION_NAME
• VK_KHR_VIDEO_DECODE_H264_SPEC_VERSION

Extending VkStructureType:
• VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_CAPABILITIES_KHR
• VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_DPB_SLOT_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_PICTURE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_PROFILE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_SESSION_PARAMETERS_ADD_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_DECODE_H264_SESSION_PARAMETERS_CREATE_INFO_KHR

Extending VkVideoCodecOperationFlagBitsKHR:
• VK_VIDEO_CODEC_OPERATION_DECODE_H264_BIT_KHR

Version History
• Revision 1, 2018-6-11 (Peter Fang)
  Initial draft
• Revision 2, March 29 2021 (Tony Zlatinski)
  Spec and API Updates
• Revision 3, August 1 2021 (Srinath Kumarapuram)
  Rename VkVideoDecodeH264FieldLayoutFlagsEXT to VkVideoDecodeH264PictureLayoutFlagsEXT, VkVideoDecodeH264FieldLayoutFlagBitsEXT to VkVideoDecodeH264PictureLayoutFlagBitsEXT (along with the names of enumerants it defines), and VkVideoDecodeH264ProfileEXT.fieldLayout to VkVideoDecodeH264ProfileEXT.pictureLayout, following Vulkan naming conventions.
• Revision 4, 2022-03-16 (Ahmed Abdelkhalek)
- Relocate Std header version reporting/requesting from this extension to VK_KHR_video_queue extension.
- Remove the now empty VkVideoDecodeH264SessionCreateInfoEXT.

**Revision 5, 2022-03-31 (Ahmed Abdelkhalek)**
- Use type StdVideoH264Level for VkVideoDecodeH264Capabilities.maxLevel

**Revision 6, 2022-08-09 (Daniel Rakos)**
- Rename VkVideoDecodeH264ProfileEXT to VkVideoDecodeH264ProfileInfoEXT
- Rename VkVideoDecodeH264MvcEXT to VkVideoDecodeH264MvcInfoEXT

**Revision 7, 2022-09-18 (Daniel Rakos)**
- Change type of VkVideoDecodeH264ProfileInfoEXT::pictureLayout to VkVideoDecodeH264PictureLayoutFlagBitsEXT
- Remove MVC support and related VkVideoDecodeH264MvcInfoEXT structure
- Rename spsStdCount, pSpsStd, ppsStdCount, and pPpsStd to stdSPSCount, pStdSPSs, stdPPSCount, and pStdPPSs, respectively, in VkVideoDecodeH264SessionParametersAddInfoEXT
- Rename maxSpsStdCount and maxPpsStdCount to maxStdSPSCount and maxStdPPSCount, respectively, in VkVideoDecodeH264SessionParametersCreateInfoEXT
- Rename slicesCount and pSlicesDataOffsets to sliceCount and pSliceOffsets, respectively, in VkVideoDecodeH264PictureInfoEXT

**Revision 8, 2022-09-29 (Daniel Rakos)**
- Change extension from EXT to KHR
- Extension is no longer provisional

**Revision 9, 2023-12-05 (Daniel Rakos)**
- Condition reference picture setup based on the value of StdVideoDecodeH264PictureInfo::flags.is_reference

---

**VK_KHR_video_decode_h265**

**Name String**
VK_KHR_video_decode_h265

**Extension Type**
Device extension

**Registered Extension Number**
188

**Revision**
8

**Ratification Status**
Ratified
Extension and Version Dependencies

VK_KHR_video_decode_queue

Contact

- peter.fang@amd.com

Extension Proposal

VK_KHR_video_decode_h265

Other Extension Metadata

Last Modified Date

2023-12-05

IP Status

No known IP claims.

Contributors

- Ahmed Abdelkhalek, AMD
- HoHin Lau, AMD
- Jake Beju, AMD
- Peter Fang, AMD
- Ping Liu, Intel
- Srinath Kumarapuram, NVIDIA
- Tony Zlatinski, NVIDIA
- Daniel Rakos, RasterGrid

Description

This extension builds upon the VK_KHR_video_decode_queue extension by adding support for decoding elementary video stream sequences compliant with the H.265/HEVC video compression standard.

Note

This extension was promoted to KHR from the provisional extension VK_EXT_video_decode_h265.

New Structures

- Extending VkVideoCapabilitiesKHR:
  - VkVideoDecodeH265CapabilitiesKHR
- Extending VkVideoDecodeInfoKHR:
  - VkVideoDecodeH265PictureInfoKHR
- Extending VkVideoProfileInfoKHR, VkQueryPoolCreateInfo:
  - VkVideoDecodeH265ProfileInfoKHR
• Extending VkVideoReferenceSlotInfoKHR:
  ◦ VkVideoDecodeH265DpbSlotInfoKHR

• Extending VkVideoSessionParametersCreateInfoKHR:
  ◦ VkVideoDecodeH265SessionParametersCreateInfoKHR

• Extending VkVideoSessionParametersUpdateInfoKHR:
  ◦ VkVideoDecodeH265SessionParametersAddInfoKHR

New Enum Constants

• VK_KHR_VIDEO_DECODE_H265_EXTENSION_NAME
• VK_KHR_VIDEO_DECODE_H265_SPEC_VERSION

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_CAPABILITIES_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_DPB_SLOT_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_PICTURE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_PROFILE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_SESSION_PARAMETERS_ADD_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_DECODE_H265_SESSION_PARAMETERS_CREATE_INFO_KHR

• Extending VkVideoCodecOperationFlagBitsKHR:
  ◦ VK_VIDEO_CODEC_OPERATION_DECODE_H265_BIT_KHR

Version History

• Revision 1, 2018-6-11 (Peter Fang)
  ◦ Initial draft

• Revision 1.6, March 29 2021 (Tony Zlatinski)
  ◦ Spec and API updates.

• Revision 2, 2022-03-16 (Ahmed Abdelkhalek)
  ◦ Relocate Std header version reporting/requesting from this extension to
    VK_KHR_video_queue extension.
  ◦ Remove the now empty VkVideoDecodeH265SessionCreateInfoEXT.

• Revision 3, 2022-03-31 (Ahmed Abdelkhalek)
  ◦ Use type StdVideoH265Level for VkVideoDecodeH265Capabilities.maxLevel

• Revision 4, 2022-08-09 (Daniel Rakos)
  ◦ Rename VkVideoDecodeH265ProfileEXT to VkVideoDecodeH265ProfileInfoEXT

• Revision 5, 2022-09-18 (Daniel Rakos)
  ◦ Rename vpsStdCount, pvpsStd, spsStdCount, pSpsStd, ppsStdCount, and pPpsStd to stdVPSCount,
    stdVPSs, stdSPSCount, stdSPSs, stdPPSCount, and stdPPPSs, respectively, in
VkVideoDecodeH265SessionParametersAddInfoEXT

- Rename `maxVpsStdCount`, `maxSpsStdCount`, and `maxPpsStdCount` to `maxStdVPSCount`, `maxStdSPSCount`, and `maxStdPPSCount`, respectively, in `VkVideoDecodeH265SessionParametersCreateInfoEXT`
- Rename `slicesCount` and `pSlicesDataOffsets` to `sliceCount` and `pSliceOffsets`, respectively, in `VkVideoDecodeH265PictureInfoEXT`

- Revision 6, 2022-11-14 (Daniel Rakos)
  - Rename `slice` to `sliceSegment` in the APIs for better clarity
- Revision 7, 2022-11-14 (Daniel Rakos)
  - Change extension from `EXT` to `KHR`
  - Extension is no longer provisional
- Revision 8, 2023-12-05 (Daniel Rakos)
  - Condition reference picture setup based on the value of `StdVideoDecodeH265PictureInfo::flags.IsReference`

**VK_KHR_video_decode_queue**

**Name String**

`VK_KHR_video_decode_queue`

**Extension Type**

Device extension

**Registered Extension Number**

25

**Revision**

8

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_video_queue`
  - `VK_KHR_synchronization2`
  - or
  - Version 1.3

**API Interactions**

- Interacts with `VK_VERSION_1_3`
- Interacts with `VK_KHR_format_feature_flags2`
Contact
- jake.beju@amd.com

Extension Proposal
VK_KHR_video_decode_queue

Other Extension Metadata

Last Modified Date
2023-12-05

IP Status
No known IP claims.

Contributors
- Ahmed Abdelkhalek, AMD
- Jake Beju, AMD
- Olivier Lapicque, NVIDIA
- Peter Fang, AMD
- Piers Daniell, NVIDIA
- Srinath Kumarapuram, NVIDIA
- Tony Zlatinski, NVIDIA
- Daniel Rakos, RasterGrid

Description
This extension builds upon the VK_KHR_video_queue extension by adding common APIs specific to video decoding and thus enabling implementations to expose queue families supporting video decode operations.

More specifically, it adds video decode specific capabilities and a new command buffer command that allows recording video decode operations against a video session.

This extension is to be used in conjunction with other codec specific video decode extensions that enable decoding video sequences of specific video compression standards.

New Commands
- vkCmdDecodeVideoKHR

New Structures
- VkVideoDecodeInfoKHR
- Extending VkVideoCapabilitiesKHR:
  - VkVideoDecodeCapabilitiesKHR
- Extending VkVideoProfileInfoKHR, VkQueryPoolCreateInfo...
New Enums

- VkVideoDecodeUsageInfoKHR

New Bitmasks

- VkVideoDecodeCapabilityFlagsKHR
- VkVideoDecodeFlagsKHR
- VkVideoDecodeUsageFlagsKHR

New Enum Constants

- VK_KHR_VIDEO_DECODE_QUEUE_EXTENSION_NAME
- VK_KHR_VIDEO_DECODE_QUEUE_SPEC_VERSION

Extending VkAccessFlagBits2:

- VK_ACCESS_2_VIDEO_DECODE_READ_BIT_KHR
- VK_ACCESS_2_VIDEO_DECODE_WRITE_BIT_KHR

Extending VkBufferUsageFlagBits:

- VK_BUFFER_USAGE_VIDEO_DECODE_DST_BIT_KHR
- VK_BUFFER_USAGE_VIDEO_DECODE_SRC_BIT_KHR

Extending VkFormatFeatureFlagBits:

- VK_FORMAT_FEATURE_VIDEO_DECODE_DPB_BIT_KHR
- VK_FORMAT_FEATURE_VIDEO_DECODE_OUTPUT_BIT_KHR

Extending VkImageLayout:

- VK_IMAGE_LAYOUT_VIDEO_DECODE_DPB_KHR
- VK_IMAGE_LAYOUT_VIDEO_DECODE_DST_KHR
- VK_IMAGE_LAYOUT_VIDEO_DECODE_SRC_KHR

Extending VkImageUsageFlagBits:

- VK_IMAGE_USAGE_VIDEO_DECODE_DPB_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_DECODE_DST_BIT_KHR
- VK_IMAGE_USAGE_VIDEO_DECODE_SRC_BIT_KHR

Extending VkPipelineStageFlagBits2:

- VK_PIPELINE_STAGE_2_VIDEO_DECODE_BIT_KHR

Extending VkQueueFlagBits:

- VK_QUEUE_VIDEO_DECODE_BIT_KHR

Extending VkStructureType:
If **VK_KHR_format_feature_flags2** or **Version 1.3** is supported:

- Extending **VkFormatFeatureFlagBits2**:
  - **VK_FORMAT_FEATURE_2_VIDEO_DECODE_DPB_BIT_KHR**
  - **VK_FORMAT_FEATURE_2_VIDEO_DECODE_OUTPUT_BIT_KHR**

**Version History**

- Revision 1, 2018-6-11 (Peter Fang)
  - Initial draft
- Revision 1.5, Nov 09 2018 (Tony Zlatinski)
  - API Updates
- Revision 1.6, Jan 08 2020 (Tony Zlatinski)
  - API unify with the video_encode_queue spec
- Revision 1.7, March 29 2021 (Tony Zlatinski)
  - Spec and API updates.
- Revision 2, September 30 2021 (Jon Leech)
  - Add interaction with **VK_KHR_format_feature_flags2** to vk.xml
- Revision 3, 2022-02-25 (Ahmed Abdelkhalek)
  - Add **VkVideoDecodeCapabilitiesKHR** with new flags to report support for decode DPB and output coinciding in the same image, or in distinct images.
- Revision 4, 2022-03-31 (Ahmed Abdelkhalek)
  - Remove redundant **VkVideoDecodeInfoKHR.coded{Offset|Extent}**
- Revision 5, 2022-07-18 (Daniel Rakos)
  - Remove **VkVideoDecodeFlagBitsKHR** as it contains no defined flags for now
- Revision 6, 2022-08-12 (Daniel Rakos)
  - Add **VkVideoDecodeUsageInfoKHR** structure and related flags
- Revision 7, 2022-09-29 (Daniel Rakos)
  - Extension is no longer provisional
- Revision 8, 2023-12-05 (Daniel Rakos)
  - Require the specification of a reconstructed picture in all cases, except when the video session was created with no DPB slots to match shipping implementations
  - Make DPB slot activation behavior codec-specific to continue allowing application control over reference picture setup now that a reconstructed picture is always mandatory
VK_KHR_video_encode_h264

Name String
VK_KHR_video_encode_h264

Extension Type
Device extension

Registered Extension Number
39

Revision
14

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_video_encode_queue

Contact
• Ahmed Abdelkalek

Extension Proposal
VK_KHR_video_encode_h264

Other Extension Metadata

Last Modified Date
2023-12-05

IP Status
No known IP claims.

Contributors
• Ahmed Abdelkalek, AMD
• George Hao, AMD
• Jake Beju, AMD
• Peter Fang, AMD
• Ping Liu, Intel
• Srinath Kumarapuram, NVIDIA
• Tony Zlatinski, NVIDIA
• Ravi Chaudhary, NVIDIA
• Yang Liu, AMD
• Daniel Rakos, RasterGrid
Description

This extension builds upon the VK_KHR_video_encode_queue extension by adding support for encoding elementary video stream sequences compliant with the H.264/AVC video compression standard.

Note

This extension was promoted to KHR from the provisional extension VK_EXT_video_encode_h264.

New Structures

- VkVideoEncodeH264FrameSizeKHR
- VkVideoEncodeH264NaluSliceInfoKHR
- VkVideoEncodeH264QpKHR
- Extending VkVideoBeginCodingInfoKHR:
  - VkVideoEncodeH264GopRemainingFrameInfoKHR
- Extending VkVideoCapabilitiesKHR:
  - VkVideoEncodeH264CapabilitiesKHR
- Extending VkVideoCodingControlInfoKHR, VkVideoBeginCodingInfoKHR:
  - VkVideoEncodeH264RateControlInfoKHR
- Extending VkVideoEncodeInfoKHR:
  - VkVideoEncodeH264PictureInfoKHR
- Extending VkVideoEncodeQualityLevelPropertiesKHR:
  - VkVideoEncodeH264QualityLevelPropertiesKHR
- Extending VkVideoEncodeRateControlLayerInfoKHR:
  - VkVideoEncodeH264RateControlLayerInfoKHR
- Extending VkVideoEncodeSessionParametersFeedbackInfoKHR:
  - VkVideoEncodeH264SessionParametersFeedbackInfoKHR
- Extending VkVideoEncodeSessionParametersGetInfoKHR:
  - VkVideoEncodeH264SessionParametersGetInfoKHR
- Extending VkVideoProfileInfoKHR, VkQueryPoolCreateInfo:
  - VkVideoEncodeH264ProfileInfoKHR
- Extending VkVideoReferenceSlotInfoKHR:
  - VkVideoEncodeH264DpbSlotInfoKHR
- Extending VkVideoSessionCreateInfoKHR:
• VkVideoEncodeH264SessionCreateInfoKHR

Extending VkVideoSessionParametersCreateInfoKHR:
• VkVideoEncodeH264SessionParametersCreateInfoKHR

Extending VkVideoSessionParametersUpdateInfoKHR:
• VkVideoEncodeH264SessionParametersAddInfoKHR

New Enums

• VkVideoEncodeH264CapabilityFlagBitsKHR
• VkVideoEncodeH264RateControlFlagBitsKHR
• VkVideoEncodeH264StdFlagBitsKHR

New Bitmasks

• VkVideoEncodeH264CapabilityFlagsKHR
• VkVideoEncodeH264RateControlFlagsKHR
• VkVideoEncodeH264StdFlagsKHR

New Enum Constants

• VK_KHR_VIDEO_ENCODE_H264_EXTENSION_NAME
• VK_KHR_VIDEO_ENCODE_H264_SPEC_VERSION

Extending VkStructureType:

• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_CAPABILITIES_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_DPB_SLOT_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_GOP_REMAINING_FRAME_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_NALU_SLICE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_PICTURE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_PROFILE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_QUALITY_LEVEL_PROPERTIES_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_RATE_CONTROL_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_RATE_CONTROL_LAYER_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_CREATE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_ADD_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_CREATE_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_FEEDBACK_INFO_KHR
• VK_STRUCTURE_TYPE_VIDEO_ENCODE_H264_SESSION_PARAMETERS_GET_INFO_KHR

Extending VkVideoCodecOperationFlagBitsKHR:
• VK_VIDEO_CODEC_OPERATION_ENCODE_H264_BIT_KHR
Version History

- Revision 0, 2018-7-23 (Ahmed Abdelkhalek)
  ◦ Initial draft
- Revision 0.5, 2020-02-13 (Tony Zlatinski)
  ◦ General Spec cleanup
  ◦ Added DPB structures
  ◦ Change the VCL frame encode structure
  ◦ Added a common Non-VCL Picture Parameters structure
- Revision 1, 2021-03-29 (Tony Zlatinski)
  ◦ Spec and API updates
- Revision 2, August 1 2021 (Srinath Kumarapuram)
  ◦ Rename `VkVideoEncodeH264CapabilitiesFlagsEXT` to `VkVideoEncodeH264CapabilityFlagsEXT` and `VkVideoEncodeH264CapabilitiesFlagsEXT` to `VkVideoEncodeH264CapabilityFlagsEXT`, following Vulkan naming conventions.
- Revision 3, 2021-12-08 (Ahmed Abdelkhalek)
  ◦ Rate control updates
- Revision 4, 2022-02-04 (Ahmed Abdelkhalek)
  ◦ Align `VkVideoEncodeH264VclFrameInfoEXT` structure to similar one in VK_EXT_video_encode_h265 extension
- Revision 5, 2022-02-10 (Ahmed Abdelkhalek)
  ◦ Updates to encode capability interface
- Revision 6, 2022-03-16 (Ahmed Abdelkhalek)
  ◦ Relocate Std header version reporting/requesting from this extension to VK_KHR_video_queue extension.
  ◦ Remove redundant maxPictureSizeInMbs from `VkVideoEncodeH264SessionCreateInfoEXT`.
  ◦ Remove the now empty `VkVideoEncodeH264SessionCreateInfoEXT`.
- Revision 7, 2022-04-06 (Ahmed Abdelkhalek)
  ◦ Add capability flag to report support to use B frame in L1 reference list.
  ◦ Add capability flag to report support for disabling SPS direct_8x8_inference_flag.
- Revision 8, 2022-07-18 (Daniel Rakos)
  ◦ Replace `VkVideoEncodeH264RateControlStructureFlagBitsEXT` bit enum with `VkVideoEncodeH264RateControlStructureEXT` enum
  ◦ Rename `VkVideoEncodeH264ProfileEXT` to `VkVideoEncodeH264ProfileInfoEXT`
  ◦ Rename `VkVideoEncodeH264ReferenceListsEXT` to `VkVideoEncodeH264ReferenceListsInfoEXT`
  ◦ Rename `VkVideoEncodeH264EmitPictureParametersEXT` to `VkVideoEncodeH264EmitPictureParametersInfoEXT`
- Rename `VkVideoEncodeH264NaluSliceEXT` to `VkVideoEncodeH264NaluSliceInfoEXT`

**Revision 9, 2022-09-18 (Daniel Rakos)**

- Rename `spsStdCount`, `pSpsStd`, `ppSpsStd`, and `ppPpsStd` to `stdSPSCount`, `pStdSPSs`, `stdPPSCount`, and `pStdPPSs`, respectively, in `VkVideoEncodeH264SessionParametersAddInfoEXT`
- Rename `maxSpsStdCount` and `maxPpsStdCount` to `maxStdSPSCount` and `maxStdPPSCount`, respectively, in `VkVideoEncodeH264SessionParametersCreateInfoEXT`

**Revision 10, 2023-03-06 (Daniel Rakos)**

- Removed `VkVideoEncodeH264EmitPictureParametersInfoEXT`
- Changed member types in `VkVideoEncodeH264CapabilitiesEXT` and `VkVideoEncodeH264ReferenceListsInfoEXT` from `uint8_t` to `uint32_t`
- Changed the type of `VkVideoEncodeH264RateControlInfoEXT::temporalLayerCount` and `VkVideoEncodeH264RateControlLayerInfoEXT::temporalLayerId` from `uint8_t` to `uint32_t`
- Removed `VkVideoEncodeH264InputModeFlagsEXT` and `VkVideoEncodeH264OutputModeFlagsEXT` as we only support frame-in-frame-out mode for now
- Rename `pCurrentPictureInfo` in `VkVideoEncodeH264VclFrameInfoEXT` to `pStdPictureInfo`
- Rename `pSliceHeaderStd` in `VkVideoEncodeH264NaluSliceInfoEXT` to `pStdSliceHeader`
- Rename `pReferenceFinalLists` in `VkVideoEncodeH264VclFrameInfoEXT` and `VkVideoEncodeH264NaluSliceInfoEXT` to `pStdReferenceFinalLists`
- Removed the `slotIndex` member of `VkVideoEncodeH264DpbSlotInfoEXT` and changed it to be chained to `VkVideoReferenceSlotInfoKHR`
- Replaced `VkVideoEncodeH264ReferenceListsInfoEXT` with the new Video Std header structure `StdVideoEncodeH264ReferenceLists` that also includes data previously part of the now removed `StdVideoEncodeH264RefMemMgmtCtrlOperations` structure
- Added new capability flag `VK_VIDEO_ENCODE_H264_CAPABILITY_DIFFERENT_REFERENCE_FINAL_LISTS_BIT_EXT`

**Revision 11, 2023-05-22 (Daniel Rakos)**

- Renamed `VkVideoEncodeH264VclFrameInfoEXT` to `VkVideoEncodeH264PictureInfoEXT`
- Added `VkVideoEncodeH264PictureInfoEXT::generatePrefixNalu` and `VK_VIDEO_ENCODE_H264_CAPABILITY_GENERATE_PREFIX_NALU_BIT_EXT` to enable the generation of H.264 prefix NALUs when supported by the implementation
- Removed `VkVideoEncodeH264RateControlLayerInfoEXT::temporalLayerId`
- Added `expectDyadicTemporalLayerPattern` capability
- Added the `VkVideoEncodeH264SessionParametersGetInfoEXT` structure to identify the H.264 parameter sets to retrieve encoded parameter data for, and the `VkVideoEncodeH264SessionParametersFeedbackInfoEXT` structure to retrieve H.264 parameter set override information when using the new `vkGetEncodedVideoSessionParametersKHR` command
- Added `VkVideoEncodeH264NaluSliceInfoEXT::constantQp` to specify per-slice constant QP when rate control mode is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR`
- Added `VkVideoEncodeH264QualityLevelPropertiesEXT` for retrieving H.264 specific quality level recommendations
- Replaced `VkVideoEncodeH264RateControlStructureEXT` enum with the flags type `VkVideoEncodeH264RateControlFlagsEXT` and bits defined in `VkVideoEncodeH264RateControlFlagBitsEXT` and added HRD compliance flag
- Removed `useInitialRcQp` and `initialRcQp` members of `VkVideoEncodeH264RateControlLayerInfoEXT`
- Added `prefersGopRemainingFrames` and `requiresGopRemainingFrames`, and the new `VkVideoEncodeH264GopRemainingFrameInfoEXT` structure to allow specifying remaining frames of each type in the rate control GOP
- Added `maxTemporalLayers`, `maxQp`, and `minQp` capabilities
- Added `maxLevelIdc` capability and new `VkVideoEncodeH264SessionCreateInfoEXT` structure to specify upper bounds on the H.264 level of the produced video bitstream
- Moved capability flags specific to codec syntax restrictions from `VkVideoEncodeH264CapabilityFlagsEXT` to the new `VkVideoEncodeH264StdFlagsEXT` which is now included as a separate `stdSyntaxFlags` member in `VkVideoEncodeH264CapabilitiesEXT`
- Removed codec syntax override values from `VkVideoEncodeH264CapabilitiesEXT`
- Removed `VkVideoEncodeH264NaluSliceInfoEXT::mbCount` and `VK_VIDEO_ENCODE_H264_CAPABILITY_SLICE_MB_COUNT_BIT_EXT`
- Replaced `VK_VIDEO_ENCODE_H264_CAPABILITY_MULTIPLE_SLICES_PER_FRAME_BIT_EXT` with the new `maxSliceCount` capability
- Removed capability flag `VK_VIDEO_ENCODE_H264_CAPABILITY_DIFFERENT_REFERENCE_FINAL_LISTS_BIT_EXT` and removed `pStdReferenceFinalLists` members from the `VkVideoEncodeH264PictureInfoEXT` and `VkVideoEncodeH264NaluSliceInfoEXT` structures as reference lists info is now included in `pStdPictureInfo`
- Added capability flag `VK_VIDEO_ENCODE_H264_CAPABILITY_B_FRAME_IN_L0_LIST_BIT_EXT`

Revision 12, 2023-07-19 (Daniel Rakos)
- Added video std capability flags `VK_VIDEO_ENCODE_H264_STD_SLICE_QP_DELTA_BIT_EXT` and `VK_VIDEO_ENCODE_H264_STD_DIFFERENT_SLICE_QP_DELTA_BIT_EXT`
- Fixed optionality of the array members of `VkVideoEncodeH264SessionParametersAddInfoEXT`
- Fixed optionality of `VkVideoEncodeH264RateControlInfoEXT::flags`

Revision 13, 2023-09-04 (Daniel Rakos)
- Change extension from `EXT` to `KHR`
- Extension is no longer provisional

Revision 14, 2023-12-05 (Daniel Rakos)
- Condition reference picture setup based on the value of `StdVideoEncodeH264PictureInfo::flags.is_reference`
VK_KHR_video_encode_h265

Name String

VK_KHR_video_encode_h265

Extension Type

Device extension

Registered Extension Number

40

Revision

14

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_video_encode_queue

Contact

• Ahmed Abdelkhalek @aabdellkh

Extension Proposal

VK_KHR_video_encode_h265

Other Extension Metadata

Last Modified Date

2023-12-05

IP Status

No known IP claims.

Contributors

• Ahmed Abdelkhalek, AMD
• George Hao, AMD
• Jake Beju, AMD
• Chunbo Chen, Intel
• Ping Liu, Intel
• Srinath Kumarapuram, NVIDIA
• Tony Zlatinski, NVIDIA
• Ravi Chaudhary, NVIDIA
• Daniel Rakos, RasterGrid
• Aidan Fabius, Core Avionics & Industrial Inc.
Description

This extension builds upon the VK_KHR_video_encode_queue extension by adding support for encoding elementary video stream sequences compliant with the H.265/HEVC video compression standard.

Note

This extension was promoted to KHR from the provisional extension VK_EXT_video_encode_h265.

New Structures

- VkVideoEncodeH265FrameSizeKHR
- VkVideoEncodeH265NaluSliceSegmentInfoKHR
- VkVideoEncodeH265QpKHR
- Extending VkVideoBeginCodingInfoKHR:
  - VkVideoEncodeH265GopRemainingFrameInfoKHR
- Extending VkVideoCapabilitiesKHR:
  - VkVideoEncodeH265CapabilitiesKHR
- Extending VkVideoCodingControlInfoKHR, VkVideoBeginCodingInfoKHR:
  - VkVideoEncodeH265RateControlInfoKHR
- Extending VkVideoEncodeInfoKHR:
  - VkVideoEncodeH265PictureInfoKHR
- Extending VkVideoEncodeQualityLevelPropertiesKHR:
  - VkVideoEncodeH265QualityLevelPropertiesKHR
- Extending VkVideoEncodeRateControlLayerInfoKHR:
  - VkVideoEncodeH265RateControlLayerInfoKHR
- Extending VkVideoEncodeSessionParametersFeedbackInfoKHR:
  - VkVideoEncodeH265SessionParametersFeedbackInfoKHR
- Extending VkVideoEncodeSessionParametersGetInfoKHR:
  - VkVideoEncodeH265SessionParametersGetInfoKHR
- Extending VkVideoProfileInfoKHR, VkQueryPoolCreateInfo:
  - VkVideoEncodeH265ProfileInfoKHR
- Extending VkVideoReferenceSlotInfoKHR:
  - VkVideoEncodeH265DpbSlotInfoKHR
- Extending VkVideoSessionCreateInfoKHR:
  - VkVideoEncodeH265SessionCreateInfoKHR
• Extending VkVideoSessionParametersCreateInfoKHR:
  ◦ VkVideoEncodeH265SessionParametersCreateInfoKHR

• Extending VkVideoSessionParametersUpdateInfoKHR:
  ◦ VkVideoEncodeH265SessionParametersAddInfoKHR

New Enums

• VkVideoEncodeH265CapabilityFlagBitsKHR
• VkVideoEncodeH265CtbSizeFlagBitsKHR
• VkVideoEncodeH265RateControlFlagBitsKHR
• VkVideoEncodeH265StdFlagBitsKHR
• VkVideoEncodeH265TransformBlockSizeFlagBitsKHR

New Bitmasks

• VkVideoEncodeH265CapabilityFlagsKHR
• VkVideoEncodeH265CtbSizeFlagsKHR
• VkVideoEncodeH265RateControlFlagsKHR
• VkVideoEncodeH265StdFlagsKHR
• VkVideoEncodeH265TransformBlockSizeFlagsKHR

New Enum Constants

• VK_KHR_VIDEO_ENCODE_H265_EXTENSION_NAME
• VK_KHR_VIDEO_ENCODE_H265_SPEC_VERSION

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_CAPABILITIES_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_DPB_SLOT_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_GOP_REMAINING_FRAME_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_NALU_SLICE_SEGMENT_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_PICTURE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_PROFILE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_QUALITY_LEVEL_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_RATE_CONTROL_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_RATE_CONTROL_LAYER_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_ADD_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_VIDEO_ENCODE_H265_SESSION_PARAMETERS_FEEDBACK_INFO_KHR
Extending `VkVideoCodecOperationFlagBitsKHR`:

- `VK_VIDEO_CODEC_OPERATION_ENCODE_H265_BIT_KHR`

**Version History**

- **Revision 0, 2019-11-14 (Ahmed Abdelkhalek)**
  - Initial draft

- **Revision 0.5, 2020-02-13 (Tony Zlatinski)**
  - General Spec cleanup
  - Added DPB structures
  - Change the VCL frame encode structure
  - Added a common Non-VCL Picture Paramarameters structure

- **Revision 2, Oct 10 2021 (Srinath Kumarapuram)**
  - Vulkan Video Encode h.265 update and spec edits

- **Revision 3, 2021-12-08 (Ahmed Abdelkhalek)**
  - Rate control updates

  - Replace occurrences of “slice” by “slice segment” and rename structures/nums to reflect this.

- **Revision 5, 2022-02-10 (Ahmed Abdelkhalek)**
  - Updates to encode capability interface

- **Revision 6, 2022-03-16 (Ahmed Abdelkhalek)**
  - Relocate Std header version reporting/requesting from this extension to `VK_KHR_video_queue` extension.
  - Remove the now empty `VkVideoEncodeH265SessionCreateInfoEXT`.

- **Revision 7, 2022-03-24 (Ahmed Abdelkhalek)**
  - Add capability flags to report support to disable transform skip and support to use B frame in L1 reference list.

- **Revision 8, 2022-07-18 (Daniel Rakos)**
  - Replace `VkVideoEncodeH265RateControlStructureFlagBitsEXT` bit enum with `VkVideoEncodeH265RateControlStructureEXT` enum
  - Rename `VkVideoEncodeH265ProfileEXT` to `VkVideoEncodeH265ProfileInfoEXT`
  - Rename `VkVideoEncodeH265ReferenceListsEXT` to `VkVideoEncodeH265ReferenceListsInfoEXT`
  - Rename `VkVideoEncodeH265EmitPictureParametersEXT` to `VkVideoEncodeH265EmitPictureParametersInfoEXT`
  - Rename `VkVideoEncodeH265NaluSliceSegmentEXT` to `VkVideoEncodeH265NaluSliceSegmentInfoEXT`
• Revision 9, 2022-09-18 (Daniel Rakos)
  ◦ Rename `vpsStdCount`, `pVpsStd`, `spsStdCount`, `pSpsStd`, `ppsStdCount`, and `pPpsStd` to `stdVPSCount`, `pStdVPSs`, `stdSPSCount`, `pStdSPSs`, `stdPPSCount`, and `pStdPPSs`, respectively, in `VkVideoEncodeH265SessionParametersAddInfoEXT`
  ◦ Rename `maxVpsStdCount`, `maxSpsStdCount`, and `maxPpsStdCount` to `maxStdVPSCount`, `maxStdSPSCount`, and `maxStdPPSCount`, respectively, in `VkVideoEncodeH265SessionParametersCreateInfoEXT`

• Revision 10, 2023-03-06 (Daniel Rakos)
  ◦ Removed `VkVideoEncodeH265EmitPictureParametersInfoEXT`
  ◦ Changed member types in `VkVideoEncodeH265CapabilitiesEXT` and `VkVideoEncodeH265ReferenceListsInfoEXT` from `uint8_t` to `uint32_t`
  ◦ Changed the type of `VkVideoEncodeH265RateControlLayerInfoEXT::subLayerCount` and `VkVideoEncodeH265RateControlLayerInfoEXT::temporalId` from `uint8_t` to `uint32_t`
  ◦ Removed `VkVideoEncodeH265InputModeFlagsEXT` and `VkVideoEncodeH265OutputModeFlagsEXT` as we only support frame-in-frame-out mode for now
  ◦ Rename `pCurrentPictureInfo` in `VkVideoEncodeH265VclFrameInfoEXT` to `pStdPictureInfo`
  ◦ Rename `pSliceSegmentHeaderStd` in `VkVideoEncodeH265NaluSliceSegmentInfoEXT` to `pStdSliceSegmentHeader`
  ◦ Rename `pReferenceFinalLists` in `VkVideoEncodeH265VclFrameInfoEXT` and `VkVideoEncodeH265NaluSliceSegmentInfoEXT` to `pStdReferenceFinalLists`
  ◦ Removed the `slotIndex` member of `VkVideoEncodeH265DpbSlotInfoEXT` and changed it to be chained to `VkVideoReferenceSlotInfoKHR`
  ◦ Replaced `VkVideoEncodeH265ReferenceListsInfoEXT` with the new Video Std header structure `StdVideoEncodeH265ReferenceLists`
  ◦ Added new capability flag `VK_VIDEO_ENCODE_H265_CAPABILITY_DIFFERENT_REFERENCE_FINAL_LISTS_BIT_EXT`

• Revision 11, 2023-05-26 (Daniel Rakos)
  ◦ Renamed `VkVideoEncodeH265VclFrameInfoEXT` to `VkVideoEncodeH265PictureInfoEXT`
  ◦ Removed `VkVideoEncodeH265RateControlLayerInfoEXT::temporalId`
  ◦ Added `expectDyadicTemporalSubLayerPattern` capability
  ◦ Added the `VkVideoEncodeH265SessionParametersGetInfoEXT` structure to identify the H.265 parameter sets to retrieve encoded parameter data for, and the `VkVideoEncodeH265SessionParametersFeedbackInfoEXT` structure to retrieve H.265 parameter set override information when using the new `vkGetEncodedVideoSessionParametersKHR` command
  ◦ Added `VkVideoEncodeH265NaluSliceSegmentInfoEXT::constantQp` to specify per-slice segment constant QP when rate control mode is `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DISABLED_BIT_KHR`
  ◦ Added `VkVideoEncodeH265QualityLevelPropertiesEXT` for retrieving H.265 specific quality level recommendations
  ◦ Replaced `VkVideoEncodeH265RateControlStructureEXT` enum with the flags type
Removal of `useInitialRcQp` and `initialRcQp` members of `VkVideoEncodeH265RateControlLayerInfoEXT`

- Added `prefersGopRemainingFrames` and `requiresGopRemainingFrames`, and the new `VkVideoEncodeH265GopRemainingFrameInfoEXT` structure to allow specifying remaining frames of each type in the rate control GOP

- Renamed `maxSubLayersCount` capability to `maxSubLayerCount`

- Added `maxQp`, and `minQp` capabilities

- Added `maxLevelIdc` capability and new `VkVideoEncodeH265SessionCreateInfoEXT` structure to specify upper bounds on the H.265 level of the produced video bitstream

- Moved capability flags specific to codec syntax restrictions from `VkVideoEncodeH265CapabilityFlagsEXT` to the new `VkVideoEncodeH265StdFlagsEXT` which is now included as a separate `stdSyntaxFlags` member in `VkVideoEncodeH265CapabilitiesEXT`

- Added `std` prefix to codec syntax capabilities in `VkVideoEncodeH265CapabilitiesEXT`

- Removed `VkVideoEncodeH265NaluSliceSegmentInfoEXT::ctbCount` and `VK_VIDEO_ENCODE_H265_CAPABILITY_SLICE_SEGMENT_CTB_COUNT_BIT_EXT`

- Replaced `VK_VIDEO_ENCODE_H265_CAPABILITY_MULTIPLE_SLICE_SEGMENTS_PER_FRAME_BIT_EXT` with the new `maxSliceSegmentCount` capability

- Added `maxTiles` capability

- Removed codec syntax min/max capabilities from `VkVideoEncodeH265CapabilitiesEXT`

- Removed `VK_VIDEO.Encode.H265.Capability.DifferentReferenceFinalLists.Bit_EXT` and removed `pStdReferenceFinalLists` members from the `VkVideoEncodeH265PictureInfoEXT` and `VkVideoEncodeH265NaluSliceSegmentInfoEXT` structures as reference lists info is now included in `pStdPictureInfo`


- Revision 12, 2023-07-19 (Daniel Rakos)


  - Fixed optionality of the array members of `VkVideoEncodeH265SessionParametersAddInfoEXT`

  - Fixed optionality of `VkVideoEncodeH265RateControlInfoEXT::flags`

- Revision 13, 2023-09-04 (Daniel Rakos)

  - Change extension from `EXT` to `KHR`

  - Extension is no longer provisional

- Revision 14, 2023-12-05 (Daniel Rakos)

  - Condition reference picture setup based on the value of `StdVideoEncodeH265PictureInfo::flags.is_reference`
VK_KHR_video_encode_queue

**Name String**
VK_KHR_video_encode_queue

**Extension Type**
Device extension

**Registered Extension Number**
300

**Revision**
12

**Ratification Status**
Ratified

**Extension and Version Dependencies**
VK_KHR_video_queue
and
VK_KHR_synchronization2
or
Version 1.3

**API Interactions**
- Interacts with VK_VERSION_1_3
- Interacts with VK_KHR_format_feature_flags2

**Contact**
- Ahmed Abdelkhalek @aabdohlkh

**Extension Proposal**
VK_KHR_video_encode_queue

**Other Extension Metadata**

**Last Modified Date**
2023-12-05

**IP Status**
No known IP claims.

**Contributors**
- Ahmed Abdelkhalek, AMD
- Damien Kessler, NVIDIA
- George Hao, AMD
- Jake Beju, AMD
Description

This extension builds upon the `VK_KHR_video_queue` extension by adding common APIs specific to video encoding and thus enabling implementations to expose queue families supporting video encode operations.

More specifically, it adds video encode specific capabilities and a new command buffer command that allows recording video encode operations against a video session.

This extension is to be used in conjunction with other codec specific video encode extensions that enable encoding video sequences of specific video compression standards.

New Commands

- `vkCmdEncodeVideoKHR`
- `vkGetEncodedVideoSessionParametersKHR`
- `vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR`

New Structures

- `VkPhysicalDeviceVideoEncodeQualityLevelInfoKHR`
- `VkVideoEncodeInfoKHR`
- `VkVideoEncodeQualityLevelPropertiesKHR`
- `VkVideoEncodeRateControlLayerInfoKHR`
- `VkVideoEncodeSessionParametersFeedbackInfoKHR`
- `VkVideoEncodeSessionParametersGetInfoKHR`

Extending `VkQueryPoolCreateInfo`:
- `VkQueryPoolVideoEncodeFeedbackCreateInfoKHR`

Extending `VkVideoCapabilitiesKHR`:

2793
- `VkVideoEncodeCapabilitiesKHR

- Extending `VkVideoCodingControlInfoKHR, VkVideoBeginCodingInfoKHR`:
  - `VkVideoEncodeRateControlInfoKHR`

- Extending `VkVideoCodingControlInfoKHR, VkVideoSessionParametersCreateInfoKHR`:
  - `VkVideoEncodeQualityLevelInfoKHR`

- Extending `VkVideoProfileInfoKHR, VkQueryPoolCreateInfo`:
  - `VkVideoEncodeUsageInfoKHR`

### New Enums

- `VkVideoEncodeCapabilityFlagBitsKHR`
- `VkVideoEncodeContentFlagBitsKHR`
- `VkVideoEncodeFeedbackFlagBitsKHR`
- `VkVideoEncodeRateControlModeFlagBitsKHR`
- `VkVideoEncodeTuningModeKHR`
- `VkVideoEncodeUsageFlagBitsKHR`

### New Bitmasks

- `VkVideoEncodeCapabilityFlagsKHR`
- `VkVideoEncodeContentFlagsKHR`
- `VkVideoEncodeFeedbackFlagsKHR`
- `VkVideoEncodeFlagsKHR`
- `VkVideoEncodeRateControlFlagsKHR`
- `VkVideoEncodeRateControlModeFlagsKHR`
- `VkVideoEncodeUsageFlagsKHR`

### New Enum Constants

- `VK_KHR_VIDEO_ENCODE_QUEUE_EXTENSION_NAME`
- `VK_KHR_VIDEO_ENCODE_QUEUE_SPEC_VERSION`

- Extending `VkAccessFlagBits2`:
  - `VK_ACCESS_2_VIDEO_ENCODE_READ_BIT_KHR`
  - `VK_ACCESS_2_VIDEO_ENCODE_WRITE_BIT_KHR`

- Extending `VkBufferUsageFlagBits`:
  - `VK_BUFFER_USAGEVIDEO_ENCODE_DST_BIT_KHR`
  - `VK_BUFFER_USAGEVIDEO_ENCODE_SRC_BIT_KHR`

- Extending `VkFormatFeatureFlagBits`:
  - `VK_FORMAT_FEATURE_VIDEO_ENCODE_DPB_BIT_KHR`
- `VK_FORMAT_FEATURE_VIDEO_ENCODE_INPUT_BIT_KHR`

- **Extending** `VkImageLayout`:
  - `VK_IMAGE_LAYOUT_VIDEO_ENCODE_DPB_KHR`
  - `VK_IMAGE_LAYOUT_VIDEO_ENCODE_DST_KHR`
  - `VK_IMAGE_LAYOUT_VIDEO_ENCODE_SRC_KHR`

- **Extending** `VkImageUsageFlagBits`:
  - `VK_IMAGE_USAGE_VIDEO_ENCODE_DPB_BIT_KHR`
  - `VK_IMAGE_USAGE_VIDEO_ENCODE_DST_BIT_KHR`
  - `VK_IMAGE_USAGE_VIDEO_ENCODE_SRC_BIT_KHR`

- **Extending** `VkPipelineStageFlagBits2`:
  - `VK_PIPELINE_STAGE_2_VIDEO_ENCODE_BIT_KHR`

- **Extending** `VkQueryResultStatusKHR`:
  - `VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR`

- **Extending** `VkQueryType`:
  - `VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR`

- **Extending** `VkQueueFlagBits`:
  - `VK_QUEUE_VIDEO_ENCODE_BIT_KHR`

- **Extending** `VkResult`:
  - `VK_ERROR_INVALID_VIDEO_STD_PARAMETERS_KHR`

- **Extending** `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_ENCODE_QUALITY_LEVEL_INFO_KHR`
  - `VK_STRUCTURE_TYPE_QUERY_POOL_VIDEO_ENCODE_FEEDBACK_CREATE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_CAPABILITIES_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_QUALITY_LEVEL_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_QUALITY_LEVEL_PROPERTIES_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_RATE_CONTROL_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_RATE_CONTROL_LAYER_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_SESSION_PARAMETERS_FEEDBACK_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_SESSION_PARAMETERS_GET_INFO_KHR`
  - `VK_STRUCTURE_TYPE_VIDEO_ENCODE_USAGE_INFO_KHR`

- **Extending** `VkVideoCodingControlFlagBitsKHR`:
  - `VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR`
  - `VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR`

- **Extending** `VkVideoSessionCreateFlagBitsKHR`:
If VK_KHR_format_feature_flags2 or Version 1.3 is supported:

- Extending VkFormatFeatureFlagBits2:
  - VK_FORMAT_FEATURE_2_VIDEO_ENCODE_DPB_BIT_KHR
  - VK_FORMAT_FEATURE_2_VIDEO_ENCODE_INPUT_BIT_KHR

Version History

- Revision 1, 2018-07-23 (Ahmed Abdelkhalek)
  - Initial draft
- Revision 1.1, 10/29/2019 (Tony Zlatinski)
  - Updated the reserved spec tokens and renamed VkVideoEncoderKHR to VkVideoSessionKHR
- Revision 1.6, Jan 08 2020 (Tony Zlatinski)
  - API unify with the video_decode_queue spec
- Revision 2, March 29 2021 (Tony Zlatinski)
  - Spec and API updates.
- Revision 3, 2021-09-30 (Jon Leech)
  - Add interaction with VK_KHR_format_feature_flags2 to vk.xml
- Revision 4, 2022-02-10 (Ahmed Abdelkhalek)
  - Updates to encode capability interface
- Revision 5, 2022-03-31 (Ahmed Abdelkhalek)
  - Remove redundant VkVideoEncodeInfoKHR.codedExtent
- Revision 6, 2022-07-18 (Daniel Rakos)
  - Remove VkVideoEncodeRateControlFlagBitsKHR and VkVideoEncodeFlagBitsKHR as they contain no defined flags for now
  - Add VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_BIT_KHR and VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_LAYER_BIT_KHR to indicate rate control and rate control layer change requests, respectively, in video coding control operations
- Revision 7, 2022-08-12 (Daniel Rakos)
  - Add VkVideoEncodeUsageInfoKHR structure and related flags
- Revision 8, 2023-03-06 (Daniel Rakos)
  - Replace VK_QUERY_TYPE_VIDEO_ENCODE_BITSTREAM_BUFFER_RANGE_KHR queries with more generic VK_QUERY_TYPE_VIDEO_ENCODE_FEEDBACK_KHR queries that can be extended in the future with more feedback values
  - Rename dstBitstreamBuffer, dstBitstreamBufferOffset, and dstBitstreamBufferMaxRange in VkVideoEncodeInfoKHR to dstBuffer, dstBufferOffset, and dstBufferRange, respectively, for consistency with the naming convention in the video decode extensions
Change the type of `rateControlLayerCount` and `qualityLevelCount` in `VkVideoEncodeCapabilitiesKHR` from `uint8_t` to `uint32_t` and rename them to `maxRateControlLayers` and `maxQualityLevels`, respectively.

Change the type of `averageBitrate` and `maxBitrate` in `VkVideoEncodeRateControlLayerInfoKHR` from `uint32_t` to `uint64_t`.

Fixed the definition of rate control flag bits and added the new `VK_VIDEO_ENCODE_RATE_CONTROL_MODE_DEFAULT_KHR` constant to indicate implementation-specific automatic rate control.

Change the type of `VkVideoEncodeRateControlInfoKHR::layerCount` from `uint8_t` to `uint32_t`.

Rename `pLayerConfigs` to `pLayers` in `VkVideoEncodeRateControlInfoKHR`.

- **Revision 9, 2023-03-28 (Daniel Rakos)**
  - Removed `VK_VIDEO_CODING_CONTROL_ENCODE_RATE_CONTROL_LAYER_BIT_KHR` and the ability to change the state of individual rate control layers.
  - Added new `VK_VIDEO_ENCODE_FEEDBACK_BITSTREAM_HAS_OVERRIDES_BIT_KHR` flag to video encode feedback queries.
  - Added new video session create flag `VK_VIDEO_SESSION_CREATE_ALLOW_ENCODE_PARAMETER_OPTIMIZATIONS_BIT_KHR` to opt-in to video session and encoding parameter optimizations.
  - Added the `vkGetEncodedVideoSessionParametersKHR` command to enable retrieving encoded video session parameter data.
  - Moved `virtualBufferSizeInMs` and `initialVirtualBufferSizeInMs` from `VkVideoEncodeRateControlLayerInfoKHR` to `VkVideoEncodeRateControlInfoKHR`.
  - Added `maxBitrate` capability.
  - Renamed `inputImageDataFillAlignment` capability to `encodeInputPictureGranularity` to better reflect its purpose.
  - Added new `vkGetPhysicalDeviceVideoEncodeQualityLevelPropertiesKHR` command and related structures to enable querying recommended settings for video encode quality levels.
  - Added `VK_VIDEO_CODING_CONTROL_ENCODE_QUALITY_LEVEL_BIT_KHR` flag and `VkVideoEncodeQualityLevelInfoKHR` structure to allow controlling video encode quality level and removed `qualityLevel` from the encode operation parameters.

- **Revision 10, 2023-07-19 (Daniel Rakos)**
  - Added `VK_QUERY_RESULT_STATUS_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_KHR` query result status code and the related capability flag `VK_VIDEO_ENCODE_CAPABILITY_INSUFFICIENT_BITSTREAM_BUFFER_RANGE_DETECTION_BIT_KHR`.

- **Revision 11, 2023-09-04 (Daniel Rakos)**
  - Extension is no longer provisional.

- **Revision 12, 2023-12-05 (Daniel Rakos)**
  - Require the specification of a reconstructed picture in all cases, except when the video session was created with no DPB slots to match shipping implementations.
  - Make DPB slot activation behavior codec-specific to continue allowing application control.
over reference picture setup now that a reconstructed picture is always mandatory

**VK_KHR_video_maintenance1**

**Name String**

VK_KHR_video_maintenance1

**Extension Type**

Device extension

**Registered Extension Number**

516

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_video_queue

**Contact**

- Daniel Rakos @aqnuep

**Extension Proposal**

VK_KHR_video_maintenance1

**Other Extension Metadata**

**Last Modified Date**

2023-07-27

**IP Status**

No known IP claims.

**Contributors**

- Ahmed Abdelkhalak, AMD
- Aidan Fabius, Core Avionics & Industrial Inc.
- Ping Liu, Intel
- Lynne Iribarren, Independent
- Srinath Kumarapuram, NVIDIA
- Tony Zlatinski, NVIDIA
- Daniel Rakos, RasterGrid
Description

VK_KHR_video_maintenance1 adds a collection of minor video coding features, none of which would warrant an entire extension of their own.

The new features are as follows:

- Allow creating buffers that can be used in video coding operations, independent of the used video profile, using the new buffer creation flag VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR.
- Allow creating images that can be used as decode output or encode input pictures, independent of the used video profile, using the new image creation flag VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR.
- Allow specifying queries used by video coding operations as part of the video coding command parameters, instead of using begin/end query when the video session is created using the new video session creation flag VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceVideoMaintenance1FeaturesKHR
- Extending VkVideoDecodeInfoKHR, VkVideoEncodeInfoKHR:
  - VkVideoInlineQueryInfoKHR

New Enum Constants

- VK_KHR_VIDEO_MAINTENANCE_1_EXTENSION_NAME
- VK_KHR_VIDEO_MAINTENANCE_1_SPEC_VERSION
- Extending VkBufferCreateFlagBits:
  - VK_BUFFER_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR
- Extending VkImageCreateFlagBits:
  - VK_IMAGE_CREATE_VIDEO_PROFILE_INDEPENDENT_BIT_KHR
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_MAINTENANCE_1_FEATURES_KHR
  - VK_STRUCTURE_TYPE_VIDEO_INLINE_QUERY_INFO_KHR
- Extending VkVideoSessionCreateFlagBitsKHR:
  - VK_VIDEO_SESSION_CREATE_INLINE_QUERIES_BIT_KHR

Version History

- Revision 1, 2023-07-27 (Daniel Rakos)
  - internal revisions
VK_KHR_video_queue

Name String
   VK_KHR_video_queue

Extension Type
   Device extension

Registered Extension Number
   24

Revision
   8

Ratification Status
   Ratified

Extension and Version Dependencies
   Version 1.1
   and
   VK_KHR_synchronization2
   or
   Version 1.3

Contact
   • Tony Zlatinski (tzlatinski)

Extension Proposal
   VK_KHR_video_queue

Other Extension Metadata

Last Modified Date
   2022-09-29

IP Status
   No known IP claims.

Contributors
   • Ahmed Abdelkhalek, AMD
   • George Hao, AMD
   • Jake Beju, AMD
   • Piers Daniell, NVIDIA
   • Srinath Kumarapuram, NVIDIA
   • Tobias Hector, AMD
   • Tony Zlatinski, NVIDIA
Description

This extension provides common APIs to enable exposing queue families with support for video codec operations by introducing the following new object types and related functionalities:

- Video session objects that represent and maintain the state needed to perform video codec operations.
- Video session parameters objects that act as a container for codec specific parameters.

In addition, it also introduces query commands that allow applications to determine video coding related capabilities, and command buffer commands that enable recording video coding operations against a video session.

This extension is to be used in conjunction with other extensions that enable specific video coding operations.

New Object Types

- VkVideoSessionKHR
- VkVideoSessionParametersKHR

New Commands

- vkBindVideoSessionMemoryKHR
- vkCmdBeginVideoCodingKHR
- vkCmdControlVideoCodingKHR
- vkCmdEndVideoCodingKHR
- vkCreateVideoSessionKHR
- vkCreateVideoSessionParametersKHR
- vkDestroyVideoSessionKHR
- vkDestroyVideoSessionParametersKHR
- vkGetPhysicalDeviceVideoCapabilitiesKHR
- vkGetPhysicalDeviceVideoFormatPropertiesKHR
- vkGetVideoSessionMemoryRequirementsKHR
- vkUpdateVideoSessionParametersKHR

New Structures

- VkBindVideoSessionMemoryInfoKHR
- VkPhysicalDeviceVideoFormatInfoKHR
- VkVideoBeginCodingInfoKHR
- VkVideoCapabilitiesKHR
• VkVideoCodingControlInfoKHR
• VkVideoEndCodingInfoKHR
• VkVideoFormatPropertiesKHR
• VkVideoPictureResourceInfoKHR
• VkVideoReferenceSlotInfoKHR
• VkVideoSessionCreateInfoKHR
• VkVideoSessionMemoryRequirementsKHR
• VkVideoSessionParametersCreateInfoKHR
• VkVideoSessionParametersUpdateInfoKHR

Extending VkPhysicalDeviceImageFormatInfo2, VkPhysicalDeviceVideoFormatInfoKHR, VkImageCreateInfo, VkBufferCreateInfo:
  ◦ VkVideoProfileListInfoKHR

Extending VkQueryPoolCreateInfo:
  ◦ VkVideoProfileInfoKHR

Extending VkQueueFamilyProperties2:
  ◦ VkQueueFamilyQueryResultStatusPropertiesKHR
  ◦ VkQueueFamilyVideoPropertiesKHR

New Enums

• VkQueryResultStatusKHR
• VkVideoCapabilityFlagBitsKHR
• VkVideoChromaSubsamplingFlagBitsKHR
• VkVideoCodecOperationFlagBitsKHR
• VkVideoCodingControlFlagBitsKHR
• VkVideoComponentBitDepthFlagBitsKHR
• VkVideoSessionCreateFlagBitsKHR

New Bitmasks

• VkVideoBeginCodingFlagsKHR
• VkVideoCapabilityFlagsKHR
• VkVideoChromaSubsamplingFlagsKHR
• VkVideoCodecOperationFlags_KHR
• VkVideoCodingControlFlagsKHR
• VkVideoComponentBitDepthFlagsKHR
• VkVideoEndCodingFlagsKHR
• VkVideoSessionCreateFlagsKHR
• VkVideoSessionParametersCreateFlagsKHR

New Enum Constants

• VK_KHR_VIDEO_QUEUE_EXTENSION_NAME
• VK_KHR_VIDEO_QUEUE_SPEC_VERSION

Extending VkObjectType:
◦ VK_OBJECT_TYPE_VIDEO_SESSION_KHR
◦ VK_OBJECT_TYPE_VIDEO_SESSION_PARAMETERS_KHR

Extending VkQueryResultFlagBits:
◦ VK_QUERY_RESULT_WITH_STATUS_BIT_KHR

Extending VkQueryType:
◦ VK_QUERY_TYPE_RESULT_STATUS_ONLY_KHR

Extending VkResult:
◦ VK_ERROR_IMAGE_USAGE_NOT_SUPPORTED_KHR
◦ VK_ERROR_VIDEO_PICTURE_LAYOUT_NOT_SUPPORTED_KHR
◦ VK_ERROR_VIDEO_PROFILE_CODEC_NOT_SUPPORTED_KHR
◦ VK_ERROR_VIDEO_PROFILE_FORMAT_NOT_SUPPORTED_KHR
◦ VK_ERROR_VIDEO_PROFILE_OPERATION_NOT_SUPPORTED_KHR
◦ VK_ERROR_VIDEO_STD_VERSION_NOT_SUPPORTED_KHR

Extending VkStructureType:
◦ VK_STRUCTURE_TYPE_BIND_VIDEO_SESSION_MEMORY_INFO_KHR
◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VIDEO_FORMAT_INFO_KHR
◦ VK_STRUCTURE_TYPE_QUEUE_FAMILY_QUERY_RESULT_STATUS_PROPERTIES_KHR
◦ VK_STRUCTURE_TYPE_QUEUE_FAMILY_VIDEO_PROPERTIES_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_BEGIN_CODING_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_CAPABILITIES_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_CODING_CONTROL_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_END_CODING_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_FORMAT_PROPERTIES_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_PICTURE_RESOURCE_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_PROFILE_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_PROFILE_LIST_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_REFERENCE_SLOT_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_SESSION_CREATE_INFO_KHR
◦ VK_STRUCTURE_TYPE_VIDEO_SESSION_MEMORY_REQUIREMENTS_KHR
Version History

• Revision 0.1, 2019-11-21 (Tony Zlatinski)
  ○ Initial draft
• Revision 0.2, 2019-11-27 (Tony Zlatinski)
  ○ Make Vulkan video core common between decode and encode
• Revision 1, March 29 2021 (Tony Zlatinski)
  ○ Spec and API updates.
• Revision 2, August 1 2021 (Srinath Kumarapuram)
  ○ Rename `VkVideoCapabilitiesFlagBitsKHR` to `VkVideoCapabilityFlagBitsKHR` (along with the names of enumerants it defines) and `VkVideoCapabilitiesFlagsKHR` to `VkVideoCapabilityFlagsKHR`, following Vulkan naming conventions.
• Revision 3, 2022-03-16 (Ahmed Abdelkhalek)
  ○ Relocate Std header version reporting/requesting from codec-operation specific extensions to this extension.
  ○ Make Std header versions codec-operation specific instead of only codec-specific.
• Revision 4, 2022-05-30 (Daniel Rakos)
  ○ Refactor the video format query APIs and related language
  ○ Extend `VkResult` with video-specific error codes
• Revision 5, 2022-08-11 (Daniel Rakos)
  ○ Add `VkVideoSessionParametersCreateFlagsKHR`
  ○ Remove `VkVideoCodingQualityPresetFlagsKHR`
  ○ Rename `VkQueueFamilyQueryResultStatusProperties2KHR` to `VkQueueFamilyQueryResultStatusPropertiesKHR`
  ○ Rename `VkVideoQueueFamilyProperties2KHR` to `VkQueueFamilyVideoPropertiesKHR`
  ○ Rename `VkVideoProfileKHR` to `VkVideoProfileInfoKHR`
  ○ Rename `VkVideoProfilesKHR` to `VkVideoProfileListInfoKHR`
  ○ Rename `VkVideoGetMemoryPropertiesKHR` to `VkVideoSessionMemoryRequirementsKHR`
  ○ Rename `VkVideoBindMemoryKHR` to `VkBindVideoSessionMemoryInfoKHR`
  ○ Fix `pNext` constness of `VkPhysicalDeviceVideoFormatInfoKHR` and `VkVideoSessionMemoryRequirementsKHR`
  ○ Fix incorrectly named value enums in bit enum types `VkVideoCodecOperationFlagBitsKHR` and `VkVideoChromaSubsamplingFlagBitsKHR`
  ○ Remove unnecessary default values from `VkVideoSessionCreateFlagBitsKHR` and `VkVideoCodingControlFlagBitsKHR`
• Eliminate nested pointer in VkVideoSessionMemoryRequirementsKHR
• Rename VkVideoPictureResourceKHR to VkVideoPictureResourceInfoKHR
• Rename VkVideoReferenceSlotKHR to VkVideoReferenceSlotInfoKHR

• Revision 6, 2022-09-18 (Daniel Rakos)
  • Rename the maxReferencePicturesSlotsCount and maxReferencePicturesActiveCount fields of VkVideoCapabilitiesKHR and VkVideoSessionCreateInfoKHR to maxDpbSlots and maxActiveReferencePictures, respectively, to clarify their meaning
  • Rename capabilityFlags to flags in VkVideoCapabilitiesKHR
  • Rename videoPictureExtentGranularity to pictureAccessGranularity in VkVideoCapabilitiesKHR
  • Rename minExtent and maxExtent to minCodedExtent and maxCodedExtent, respectively, in VkVideoCapabilitiesKHR
  • Rename referencePicturesFormat to referencePictureFormat in VkVideoSessionCreateInfoKHR

• Revision 7, 2022-09-26 (Daniel Rakos)
  • Change type of VkVideoReferenceSlotInfoKHR::slotIndex from int8_t to int32_t

• Revision 8, 2022-09-29 (Daniel Rakos)
  • Extension is no longer provisional

**VK_KHR_wayland_surface**

**Name String**
VK_KHR_wayland_surface

**Extension Type**
Instance extension

**Registered Extension Number**
7

**Revision**
6

**Ratification Status**
Ratified

**Extension and Version Dependencies**
VK_KHR_surface

**Contact**
• Jesse Hall @critsec
• Ian Elliott @ianelliottus
Other Extension Metadata

Last Modified Date
2015-11-28

IP Status
No known IP claims.

Contributors
- Patrick Doane, Blizzard
- Faith Ekstrand, Intel
- Ian Elliott, LunarG
- Courtney Goeltzenleuchter, LunarG
- Jesse Hall, Google
- James Jones, NVIDIA
- Antoine Labour, Google
- Jon Leech, Khronos
- David Mao, AMD
- Norbert Nopper, Freescale
- Alon Or-bach, Samsung
- Daniel Rakos, AMD
- Graham Sellers, AMD
- Ray Smith, ARM
- Jeff Vigil, Qualcomm
- Chia-I Wu, LunarG

Description

The `VK_KHR_wayland_surface` extension is an instance extension. It provides a mechanism to create a `VkSurfaceKHR` object (defined by the `VK_KHR_surface` extension) that refers to a Wayland `wl_surface`, as well as a query to determine support for rendering to a Wayland compositor.

New Commands

- `vkCreateWaylandSurfaceKHR`
- `vkGetPhysicalDeviceWaylandPresentationSupportKHR`

New Structures

- `VkWaylandSurfaceCreateInfoKHR`
New Bitmasks

- VkWaylandSurfaceCreateFlagsKHR

New Enum Constants

- VK_KHR_WAYLAND_SURFACE_EXTENSION_NAME
- VK_KHR_WAYLAND_SURFACE_SPEC_VERSION

Extending VkStructureType:
  - VK_STRUCTURE_TYPE_WAYLAND_SURFACE_CREATE_INFO_KHR

Issues

1) Does Wayland need a way to query for compatibility between a particular physical device and a specific Wayland display? This would be a more general query than vkGetPhysicalDeviceSurfaceSupportKHR: if the Wayland-specific query returned VK_TRUE for a (VkPhysicalDevice, struct wl_display*) pair, then the physical device could be assumed to support presentation to any VkSurfaceKHR for surfaces on the display.

RESOLVED: Yes. vkGetPhysicalDeviceWaylandPresentationSupportKHR was added to address this issue.

2) Should we require surfaces created with vkCreateWaylandSurfaceKHR to support the VK_PRESENT_MODE_MAILBOX_KHR present mode?

RESOLVED: Yes. Wayland is an inherently mailbox window system and mailbox support is required for some Wayland compositor interactions to work as expected. While handling these interactions may be possible with VK_PRESENT_MODE_FIFO_KHR, it is much more difficult to do without deadlock and requiring all Wayland applications to be able to support implementations which only support VK_PRESENT_MODE_FIFO_KHR would be an onerous restriction on application developers.

Version History

- Revision 1, 2015-09-23 (Jesse Hall)
  - Initial draft, based on the previous contents of VK_EXT_KHR_swapchain (later renamed VK_EXT_KHR_surface).
- Revision 2, 2015-10-02 (James Jones)
  - Added vkGetPhysicalDeviceWaylandPresentationSupportKHR() to resolve issue #1.
  - Adjusted wording of issue #1 to match the agreed-upon solution.
  - Renamed “window” parameters to “surface” to match Wayland conventions.
- Revision 3, 2015-10-26 (Ian Elliott)
  - Renamed from VK_EXT_KHR_wayland_surface to VK_KHR_wayland_surface.
- Revision 4, 2015-11-03 (Daniel Rakos)
  - Added allocation callbacks to vkCreateWaylandSurfaceKHR.
- Revision 5, 2015-11-28 (Daniel Rakos)
Updated the surface create function to take a pCreateInfo structure.

- Revision 6, 2017-02-08 (Faith Ekstrand)
  - Added the requirement that implementations support VK_PRESENT_MODE_MAILBOX_KHR.
  - Added wording about interactions between vkQueuePresentKHR and the Wayland requests sent to the compositor.

**VK_KHR_win32_keyed_mutex**

**Name String**

VK_KHR_win32_keyed_mutex

**Extension Type**

Device extension

**Registered Extension Number**

76

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_external_memory_win32

**Contact**

- Carsten Rohde [crohde](https://twitter.com/crohde)

**Other Extension Metadata**

**Last Modified Date**

2016-10-21

**IP Status**

No known IP claims.

**Contributors**

- James Jones, NVIDIA
- Jeff Juliano, NVIDIA
- Carsten Rohde, NVIDIA

**Description**

Applications that wish to import Direct3D 11 memory objects into the Vulkan API may wish to use the native keyed mutex mechanism to synchronize access to the memory between Vulkan and
Direct3D. This extension provides a way for an application to access the keyed mutex associated with an imported Vulkan memory object when submitting command buffers to a queue.

New Structures

- Extending `VkSubmitInfo, VkSubmitInfo2`:
  - `VkWin32KeyedMutexAcquireReleaseInfoKHR`

New Enum Constants

- `VK_KHR_WIN32_KEYED_MUTEX_EXTENSION_NAME`
- `VK_KHR_WIN32_KEYED_MUTEX_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_WIN32_KEYED_MUTEX_ACQUIRE_RELEASE_INFO_KHR`

Version History

- Revision 1, 2016-10-21 (James Jones)
  - Initial revision

**VK_KHR_win32_surface**

Name String

`VK_KHR_win32_surface`

Extension Type

Instance extension

Registered Extension Number

10

Revision

6

Ratification Status

Ratified

Extension and Version Dependencies

`VK_KHR_surface`

Contact

- Jesse Hall @critsec
- Ian Elliott @ianelliottus

Other Extension Metadata
Description
The VK_KHR_win32_surface extension is an instance extension. It provides a mechanism to create a VkSurfaceKHR object (defined by the VK_KHR_surface extension) that refers to a Win32 HWND, as well as a query to determine support for rendering to the windows desktop.

New Commands
- vkCreateWin32SurfaceKHR
- vkGetPhysicalDeviceWin32PresentationSupportKHR

New Structures
- VkWin32SurfaceCreateInfoKHR

New Bitmasks
- VkWin32SurfaceCreateFlagsKHR
New Enum Constants

- VK_KHR_WIN32_SURFACE_EXTENSION_NAME
- VK_KHR_WIN32_SURFACE_SPEC_VERSION

Extending VkStructureType:
  - VK_STRUCTURE_TYPE_WIN32_SURFACE_CREATE_INFO_KHR

Issues

1) Does Win32 need a way to query for compatibility between a particular physical device and a specific screen? Compatibility between a physical device and a window generally only depends on what screen the window is on. However, there is not an obvious way to identify a screen without already having a window on the screen.

RESOLVED: No. While it may be useful, there is not a clear way to do this on Win32. However, a method was added to query support for presenting to the windows desktop as a whole.

2) If a native window object (HWND) is used by one graphics API, and then is later used by a different graphics API (one of which is Vulkan), can these uses interfere with each other?

RESOLVED: Yes.

Uses of a window object by multiple graphics APIs results in undefined behavior. Such behavior may succeed when using one Vulkan implementation but fail when using a different Vulkan implementation. Potential failures include:

- Creating then destroying a flip presentation model DXGI swapchain on a window object can prevent vkCreateSwapchainKHR from succeeding on the same window object.
- Creating then destroying a VkSwapchainKHR on a window object can prevent creation of a bitblt model DXGI swapchain on the same window object.
- Creating then destroying a VkSwapchainKHR on a window object can effectively SetPixelFormat to a different format than the format chosen by an OpenGL application.
- Creating then destroying a VkSwapchainKHR on a window object on one VkPhysicalDevice can prevent vkCreateSwapchainKHR from succeeding on the same window object, but on a different VkPhysicalDevice that is associated with a different Vulkan ICD.

In all cases the problem can be worked around by creating a new window object.

Technical details include:

- Creating a DXGI swapchain over a window object can alter the object for the remainder of its lifetime. The alteration persists even after the DXGI swapchain has been destroyed. This alteration can make it impossible for a conformant Vulkan implementation to create a VkSwapchainKHR over the same window object. Mention of this alteration can be found in the remarks section of the MSDN documentation for DXGI_SWAP_EFFECT.
- Calling GDI's SetPixelFormat (needed by OpenGL's WGL layer) on a window object alters the object for the remainder of its lifetime. The MSDN documentation for SetPixelFormat explains that a window object's pixel format can be set only one time.
• Creating a `VkSwapchainKHR` over a window object can alter the object for its remaining lifetime. Either of the above alterations may occur as a side effect of `vkCreateSwapchainKHR`.

**Version History**

- Revision 1, 2015-09-23 (Jesse Hall)
  - Initial draft, based on the previous contents of VK_EXT_KHR_swapchain (later renamed VK_EXT_KHR_surface).
- Revision 2, 2015-10-02 (James Jones)
  - Added presentation support query for win32 desktops.
- Revision 3, 2015-10-26 (Ian Elliott)
  - Renamed from VK_EXT_KHR_win32_surface to VK_KHR_win32_surface.
- Revision 4, 2015-11-03 (Daniel Rakos)
  - Added allocation callbacks to `vkCreateWin32SurfaceKHR`.
- Revision 5, 2015-11-28 (Daniel Rakos)
  - Updated the surface create function to take a `pCreateInfo` structure.
- Revision 6, 2017-04-24 (Jeff Juliano)
  - Add issue 2 addressing reuse of a native window object in a different Graphics API, or by a different Vulkan ICD.

**VK_KHR_workgroup_memory_explicit_layout**

**Name String**

`VK_KHR_workgroup_memory_explicit_layout`

**Extension Type**

Device extension

**Registered Extension Number**

337

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_get_physical_device_properties2` or Version 1.1

**SPIR-V Dependencies**

- `SPV_KHR_workgroup_memory_explicit_layout`
Contact

- Caio Marcelo de Oliveira Filho

Other Extension Metadata

Last Modified Date

2020-06-01

IP Status

No known IP claims.

Interactions and External Dependencies

- This extension provides API support for GL_EXT_shared_memory_block

Contributors

- Caio Marcelo de Oliveira Filho, Intel
- Jeff Bolz, NVIDIA
- Graeme Leese, Broadcom
- Faith Ekstrand, Intel
- Daniel Koch, NVIDIA

Description

This extension adds Vulkan support for the SPV_KHR_workgroup_memory_explicit_layout SPIR-V extension, which allows shaders to explicitly define the layout of Workgroup storage class memory and create aliases between variables from that storage class in a compute shader.

The aliasing feature allows different “views” on the same data, so the shader can bulk copy data from another storage class using one type (e.g. an array of large vectors), and then use the data with a more specific type. It also enables reducing the amount of workgroup memory consumed by allowing the shader to alias data whose lifetimes do not overlap.

The explicit layout support and some form of aliasing is also required for layering OpenCL on top of Vulkan.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceWorkgroupMemoryExplicitLayoutFeaturesKHR

New Enum Constants

- VK_KHR_WORKGROUP_MEMORY_EXPLICIT_LAYOUT_EXTENSION_NAME
- VK_KHR_WORKGROUP_MEMORY_EXPLICIT_LAYOUT_SPEC_VERSION

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_WORKGROUP_MEMORY_EXPLICIT_LAYOUT_FEATURES_KHR
New SPIR-V Capabilities

- WorkgroupMemoryExplicitLayoutKHR
- WorkgroupMemoryExplicitLayout8BitAccessKHR
- WorkgroupMemoryExplicitLayout16BitAccessKHR

Version History

- Revision 1, 2020-06-01 (Caio Marcelo de Oliveira Filho)
  - Initial version

VK_KHR_xcb_surface

Name String

VK_KHR_xcb_surface

Extension Type

Instance extension

Registered Extension Number

6

Revision

6

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_surface

Contact

- Jesse Hall @critsec
- Ian Elliott @ianelliottus

Other Extension Metadata

Last Modified Date

2015-11-28

IP Status

No known IP claims.

Contributors

- Patrick Doane, Blizzard
- Faith Ekstrand, Intel
- Ian Elliott, LunarG
Description

The `VK_KHR_xcb_surface` extension is an instance extension. It provides a mechanism to create a `VkSurfaceKHR` object (defined by the `VK_KHR_surface` extension) that refers to an X11 `Window`, using the XCB client-side library, as well as a query to determine support for rendering via XCB.

New Commands

- `vkCreateXcbSurfaceKHR`
- `vkGetPhysicalDeviceXcbPresentationSupportKHR`

New Structures

- `VkXcbSurfaceCreateInfoKHR`

New Bitmasks

- `VkXcbSurfaceCreateFlagsKHR`

New Enum Constants

- `VK_KHR_XCB_SURFACE_EXTENSION_NAME`
- `VK_KHR_XCB_SURFACE_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_XCB_SURFACE_CREATE_INFO_KHR`

Issues

1) Does XCB need a way to query for compatibility between a particular physical device and a specific screen? This would be a more general query than `vkGetPhysicalDeviceSurfaceSupportKHR`;
If it returned \texttt{VK_TRUE}, then the physical device could be assumed to support presentation to any window on that screen.

**RESOLVED:** Yes, this is needed for toolkits that want to create a \texttt{VkDevice} before creating a window. To ensure the query is reliable, it must be made against a particular X visual rather than the screen in general.

**Version History**

- **Revision 1, 2015-09-23** (Jesse Hall)
  - Initial draft, based on the previous contents of VK\_EXT\_KHR\_swapchain (later renamed VK\_EXT\_KHR\_surface).

- **Revision 2, 2015-10-02** (James Jones)
  - Added presentation support query for an (xcb\_connection\_t*, xcb\_visualid\_t) pair.
  - Removed “root” parameter from CreateXcbSurfaceKHR(), as it is redundant when a window on the same screen is specified as well.
  - Adjusted wording of issue #1 and added agreed upon resolution.

- **Revision 3, 2015-10-14** (Ian Elliott)
  - Removed “root” parameter from CreateXcbSurfaceKHR() in one more place.

- **Revision 4, 2015-10-26** (Ian Elliott)
  - Renamed from VK\_EXT\_KHR\_xcb\_surface to VK\_KHR\_xcb\_surface.

- **Revision 5, 2015-10-23** (Daniel Rakos)
  - Added allocation callbacks to vkCreateXcbSurfaceKHR.

- **Revision 6, 2015-11-28** (Daniel Rakos)
  - Updated the surface create function to take a pCreateInfo structure.

**VK\_KHR\_xlib\_surface**

**Name String**

\texttt{VK\_KHR\_xlib\_surface}

**Extension Type**

Instance extension

**Registered Extension Number**

5

**Revision**

6

**Ratification Status**

Ratified
The **VK_KHR_xlib_surface** extension is an instance extension. It provides a mechanism to create a VkSurfaceKHR object (defined by the **VK_KHR_surface** extension) that refers to an X11 Window, using the Xlib client-side library, as well as a query to determine support for rendering via Xlib.

**New Commands**
- `vkCreateXlibSurfaceKHR`
• vkGetPhysicalDeviceXlibPresentationSupportKHR

New Structures

• VkXlibSurfaceCreateInfoKHR

New Bitmasks

• VkXlibSurfaceCreateFlagsKHR

New Enum Constants

• VK_KHR_XLIB_SURFACE_EXTENSION_NAME
• VK_KHR_XLIB_SURFACE_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_XLIB_SURFACE_CREATE_INFO_KHR

Issues

1) Does X11 need a way to query for compatibility between a particular physical device and a specific screen? This would be a more general query than vkGetPhysicalDeviceSurfaceSupportKHR; if it returned VK_TRUE, then the physical device could be assumed to support presentation to any window on that screen.

RESOLVED: Yes, this is needed for toolkits that want to create a VkDevice before creating a window. To ensure the query is reliable, it must be made against a particular X visual rather than the screen in general.

Version History

• Revision 1, 2015-09-23 (Jesse Hall)
  ◦ Initial draft, based on the previous contents of VK_EXT_KHR_swapchain (later renamed VK_EXT_KHR_surface).
• Revision 2, 2015-10-02 (James Jones)
  ◦ Added presentation support query for (Display*, VisualID) pair.
  ◦ Removed “root” parameter from CreateXlibSurfaceKHR(), as it is redundant when a window on the same screen is specified as well.
  ◦ Added appropriate X errors.
  ◦ Adjusted wording of issue #1 and added agreed upon resolution.
• Revision 3, 2015-10-14 (Ian Elliott)
  ◦ Renamed this extension from VK_EXT_KHR_x11_surface to VK_EXT_KHR_xlib_surface.
• Revision 4, 2015-10-26 (Ian Elliott)
  ◦ Renamed from VK_EXT_KHR_xlib_surface to VK_KHR_xlib_surface.
• Revision 5, 2015-11-03 (Daniel Rakos)
Added allocation callbacks to vkCreateXlibSurfaceKHR.

Revision 6, 2015-11-28 (Daniel Rakos)

Updated the surface create function to take a pCreateInfo structure.

**VK_EXT_attachment_feedback_loop_dynamic_state**

Name String

VK_EXT_attachment_feedback_loop_dynamic_state

Extension Type

Device extension

Registered Extension Number

525

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2

or

Version 1.1

and

VK_EXT_attachment_feedback_loop_layout

Contact

- Mike Blumenkrantz 🌐zmike

Extension Proposal

VK_EXT_attachment_feedback_loop_dynamic_state

Other Extension Metadata

Last Modified Date

2023-04-28

IP Status

No known IP claims.

Contributors

- Mike Blumenkrantz, Valve
- Daniel Story, Nintendo
- Stu Smith, AMD
- Samuel Pitoiset, Valve
Description

This extension adds support for setting attachment feedback loops dynamically on command buffers.

New Commands

- `vkCmdSetAttachmentFeedbackLoopEnableEXT`

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceAttachmentFeedbackLoopDynamicStateFeaturesEXT`

New Enum Constants

- `VK_EXT_ATTACHMENT_FEEDBACK_LOOP_DYNAMIC_STATE_EXTENSION_NAME`
- `VK_EXT_ATTACHMENT_FEEDBACK_LOOP_DYNAMIC_STATE_SPEC_VERSION`

- Extending `VkDynamicState`:
  - `VK_DYNAMIC_STATE_ATTACHMENT_FEEDBACK_LOOP_ENABLE_EXT`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICALDEVICE_ATTACHMENT_FEEDBACK_LOOP_DYNAMIC_STATE_FEATURES_EXT`

Version History

- Revision 1, 2023-04-28 (Mike Blumenkrantz)
  - Initial revision

**VK_EXT_attachment_feedback_loop_layout**

Name String

- `VK_EXT_attachment_feedback_loop_layout`

Extension Type

- Device extension

Registered Extension Number

- 340

Revision

- 2

Ratification Status

- Ratified
Extension and Version Dependencies
- VK_KHR_get_physical_device_properties2
- or
- Version 1.1

Contact
- Joshua Ashton [Joshua-Ashton]

Extension Proposal
- VK_EXT_attachment_feedback_loop_layout

Other Extension Metadata

Last Modified Date
- 2022-04-04

IP Status
- No known IP claims.

Contributors
- Joshua Ashton, Valve
- Faith Ekstrand, Collabora
- Bas Nieuwenhuizen, Google
- Samuel Iglesias Gonsálvez, Igalia
- Ralph Potter, Samsung
- Jan-Harald Fredriksen, Arm
- Ricardo Garcia, Igalia

Description
This extension adds a new image layout, VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT, which allows applications to have an image layout in which they are able to both render to and sample/fetch from the same subresource of an image in a given render pass.

New Structures
- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceAttachmentFeedbackLoopLayoutFeaturesEXT

New Enum Constants
- VK_EXT_ATTACHMENT_FEEDBACK_LOOP_LAYOUT_EXTENSION_NAME
- VK_EXT_ATTACHMENT_FEEDBACK_LOOP_LAYOUT_SPEC_VERSION
- Extending VkDependencyFlagBits:
  - VK_DEPENDENCY_FEEDBACK_LOOP_BIT_EXT
• Extending `VkImageLayout`:
  ◦ `VK_IMAGE_LAYOUT_ATTACHMENT_FEEDBACK_LOOP_OPTIMAL_EXT`

• Extending `VkImageUsageFlagBits`:
  ◦ `VK_IMAGE_USAGE_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT`

• Extending `VkPipelineCreateFlagBits`:
  ◦ `VK_PIPELINE_CREATE_COLOR_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT`
  ◦ `VK_PIPELINE_CREATE_DEPTH_STENCIL_ATTACHMENT_FEEDBACK_LOOP_BIT_EXT`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ATTACHMENT_FEEDBACK_LOOP_LAYOUT_FEATURES_EXT`

**Version History**

• Revision 2, 2022-04-04 (Joshua Ashton)
  ◦ Renamed from VALVE to EXT.

• Revision 1, 2021-03-09 (Joshua Ashton)
  ◦ Initial draft.

**VK_EXT_depth_bias_control**

**Name String**

`VK_EXT_depth_bias_control`

**Extension Type**

Device extension

**Registered Extension Number**

284

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2
or
Version 1.1

**Special Use**

• D3D support

**Contact**

• Joshua Ashton [Joshua-Ashton](mailto:Joshua-Ashton)
Extension Proposal

**VK_EXT_depth_bias_control**

Other Extension Metadata

Last Modified Date
2023-02-15

IP Status
No known IP claims.

Contributors
- Joshua Ashton, VALVE
- Hans-Kristian Arntzen, VALVE
- Mike Blumenkrantz, VALVE
- Georg Lehmann, VALVE
- Piers Daniell, NVIDIA
- Lionel Landwerlin, INTEL
- Tobias Hector, AMD
- Ricardo Garcia, IGALIA
- Jan-Harald Fredriksen, ARM
- Shahbaz Youssefi, GOOGLE
- Tom Olson, ARM

Description
This extension adds a new structure, **VkDepthBiasRepresentationInfoEXT**, that can be added to a pNext chain of **VkPipelineRasterizationStateCreateInfo** and allows setting the scaling and representation of depth bias for a pipeline.

This state can also be set dynamically by using the new structure mentioned above in combination with the new **vkCmdSetDepthBias2EXT** command.

New Commands
- **vkCmdSetDepthBias2EXT**

New Structures
- **VkDepthBiasInfoEXT**
- **Extending** **VkDepthBiasInfoEXT, VkPipelineRasterizationStateCreateInfo**:
  - **VkDepthBiasRepresentationInfoEXT**
- **Extending** **VkPhysicalDeviceFeatures2, VkDeviceCreateInfo**:
  - **VkPhysicalDeviceDepthBiasControlFeaturesEXT**
New Enums

- VkDepthBiasRepresentationEXT

New Enum Constants

- VK_EXT_DEPTH_BIAS_CONTROL_EXTENSION_NAME
- VK_EXT_DEPTH_BIAS_CONTROL_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_DEPTH_BIAS_INFO_EXT
- VK_STRUCTURE_TYPE_DEPTH_BIAS_REPRESENTATION_INFO_EXT
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_BIAS_CONTROL_FEATURES_EXT

Version History

- Revision 1, 2022-09-22 (Joshua Ashton)
  - Initial draft.

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
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

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 $\text{VkViewport minDepth}$ and $\text{maxDepth}$ 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_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

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_dynamic_rendering_unused_attachments

Name String

`VK_EXT_dynamic_rendering_unused_attachments`

Extension Type

Device extension

Registered Extension Number

500

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

- `VK_KHR_get_physical_device_properties2`
  - or
  - `Version 1.1`
  - and
Description

This extension lifts some restrictions in the VK_KHR_dynamic_rendering extension to allow render pass instances and bound pipelines within those render pass instances to have an unused attachment specified in one but not the other. It also allows pipelines to use different formats in a render pass as long the attachment is NULL.

New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceDynamicRenderingUnusedAttachmentsFeaturesEXT

New Enum Constants

• VK_EXT_DYNAMIC_RENDERING_UNUSED_ATTACHMENTS_EXTENSION_NAME
• VK_EXT_DYNAMIC_RENDERING_UNUSED_ATTACHMENTS_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_UNUSED_ATTACHMENTS_FEATURES_EXT
Issues
None.

Version History
• Revision 1, 2023-05-22 (Piers Daniell)
  ◦ Internal revisions

**VK_EXT_extended_dynamic_state3**

**Name String**
VK_EXT_extended_dynamic_state3

**Extension Type**
Device extension

**Registered Extension Number**
456

**Revision**
2

**Ratification Status**
Ratified

**Extension and Version Dependencies**
VK_KHR_get_physical_device_properties2
or
Version 1.1

**API Interactions**
• Interacts with VK_VERSION_1_1
• Interacts with VK_EXT_blend_operation_advanced
• Interacts with VK_EXT_conservative_rasterization
• Interacts with VK_EXT_depth_clip_control
• Interacts with VK_EXT_depth_clip_enable
• Interacts with VK_EXT_line_rasterization
• Interacts with VK_EXT_provoking_vertex
• Interacts with VK_EXT_sample_locations
• Interacts with VK_EXT_transform_feedback
• Interacts with VK_KHR_maintenance2
• Interacts with VK_NV_clip_space_w_scaling
• Interacts with VK_NV_coverage_reduction_mode
Interacts with VK_NV_fragment_coverage_to_color
Interacts with VK_NV_framebuffer_mixed_samples
Interacts with VK_NV_representative_fragment_test
Interacts with VK_NV_shading_rate_image
Interacts with VK_NV_viewport_swizzle

**Contact**
- Piers Daniell (pdaniell-nv)

**Extension Proposal**
 *VK_EXT_extended_dynamic_state3*

**Other Extension Metadata**

**Last Modified Date**
- 2022-09-02

**IP Status**
- No known IP claims.

**Contributors**
- Daniel Story, Nintendo
- Jamie Madill, Google
- Jan-Harald Fredriksen, Arm
- Faith Ekstrand, Collabora
- Mike Blumenkrantz, Valve
- Ricardo Garcia, Igalia
- Samuel Pitoiset, Valve
- Shahbaz Youssefi, Google
- Stu Smith, AMD
- Tapani Pälli, Intel

**Description**
This extension adds almost all of the remaining pipeline state as dynamic state to help applications further reduce the number of monolithic pipelines they need to create and bind.

**New Commands**
- `vkCmdSetAlphaToCoverageEnableEXT`
- `vkCmdSetAlphaToOneEnableEXT`
- `vkCmdSetColorBlendEnableEXT`
- `vkCmdSetColorBlendEquationEXT`
• vkCmdSetColorWriteMaskEXT
• vkCmdSetDepthClampEnableEXT
• vkCmdSetLogicOpEnableEXT
• vkCmdSetPolygonModeEXT
• vkCmdSetRasterizationSamplesEXT
• vkCmdSetSampleMaskEXT

If VK_EXT_depth_clip_enable is supported:

• vkCmdSetDepthClipEnableEXT

If VK_EXT_transform_feedback is supported:

• vkCmdSetRasterizationStreamEXT

If VK_KHR_maintenance2 or Version 1.1 is supported:

• vkCmdSetTessellationDomainOriginEXT

New Structures

• VkColorBlendAdvancedEXT
• VkColorBlendEquationEXT

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceExtendedDynamicState3FeaturesEXT

• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceExtendedDynamicState3PropertiesEXT

New Enum Constants

• VK_EXT_EXTENDED_DYNAMIC_STATE_3_EXTENSION_NAME
• VK_EXT_EXTENDED_DYNAMIC_STATE_3_SPEC_VERSION

• Extending VkDynamicState:
  ◦ VK_DYNAMIC_STATE_ALPHA_TO_COVERAGE_ENABLE_EXT
  ◦ VK_DYNAMIC_STATE_ALPHA_TO_ONE_ENABLE_EXT
  ◦ VK_DYNAMIC_STATE_COLOR_BLEND_ENABLE_EXT
  ◦ VK_DYNAMIC_STATE_COLOR_BLEND_EQUATION_EXT
  ◦ VK_DYNAMIC_STATE_COLOR_WRITE_MASK_EXT
  ◦ VK_DYNAMIC_STATE_DEPTH_CLAMP_ENABLE_EXT
  ◦ VK_DYNAMIC_STATE_LOGIC_OP_ENABLE_EXT
  ◦ VK_DYNAMIC_STATE_POLYGON_MODE_EXT
  ◦ VK_DYNAMIC_STATE_RASTERIZATION_SAMPLES_EXT
Extending \texttt{VkStructureType}:
- \texttt{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_3_FEATURES_EXT}
- \texttt{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_3_PROPERTIES_EXT}

If \texttt{VK_EXT_depth_clip_enable} is supported:
- Extending \texttt{VkDynamicState}:
  - \texttt{VK_DYNAMIC_STATE_DEPTH_CLIP_ENABLE_EXT}

If \texttt{VK_EXT_transform_feedback} is supported:
- Extending \texttt{VkDynamicState}:
  - \texttt{VK_DYNAMIC_STATE_RASTERIZATION_STREAM_EXT}

If \texttt{VK_KHR_maintenance2} or Version 1.1 is supported:
- Extending \texttt{VkDynamicState}:
  - \texttt{VK_DYNAMIC_STATE_TESSELLATION_DOMAIN_ORIGIN_EXT}

\textbf{Issues}

1) What about the \texttt{VkPipelineMultisampleStateCreateInfo} state \texttt{sampleShadingEnable} and \texttt{minSampleShading}? UNRESOLVED

- \texttt{sampleShadingEnable} and \texttt{minSampleShading} are required when compiling the fragment shader, and it is not meaningful to set them dynamically since they always need to match the fragment shader state, so this hardware state may as well just come from the pipeline with the fragment shader.

\textbf{Version History}

- Revision 2, 2022-07-18 (Piers Daniell)
  - Added rasterizationSamples
- Revision 1, 2022-05-18 (Piers Daniell)
  - Internal revisions

\textbf{VK_EXT_external_memory_acquire_unmodified}

\textbf{Name String}
- \texttt{VK_EXT_external_memory_acquire_unmodified}

\textbf{Extension Type}
- Device extension
A memory barrier may have a performance penalty when acquiring ownership of a subresource range from an external queue family. This extension provides API that may reduce the performance penalty if ownership of the subresource range was previously released to the external queue family and if the resource’s memory has remained unmodified between the release and acquire operations.

New Structures

- Extending VkBufferMemoryBarrier, VkBufferMemoryBarrier2, VkImageMemoryBarrier, VkImageMemoryBarrier2:
  - VkExternalMemoryAcquireUnmodifiedEXT

New Enum Constants

- VK_EXT_EXTERNAL_MEMORY_ACQUIRE_UNMODIFIED_EXTENSION_NAME
**VK_EXT_EXTERNAL_MEMORY_ACQUIRE_UNMODIFIED_SPEC_VERSION**

Extending **VkStructureType:**

- **VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_ACQUIRE_UNMODIFIED_EXT**

**Version History**

- Revision 1, 2023-03-09 (Lina Versace)
  - Initial revision

**VK_EXT_frame_boundary**

**Name String**

- **VK_EXT_frame_boundary**

**Extension Type**

- Device extension

**Registered Extension Number**

- 376

**Revision**

- 1

**Ratification Status**

- Ratified

**Extension and Version Dependencies**

- None

**Contact**

- James Fitzpatrick [jamesfitzpatrick](mailto:jamesfitzpatrick)

**Extension Proposal**

- **VK_EXT_frame_boundary**

**Other Extension Metadata**

**Last Modified Date**

- 2023-06-14

**Contributors**

- James Fitzpatrick, Imagination Technologies
- Hugues Evrard, Google
- Melih Yasin Yalcin, Google
- Andrew Garrard, Imagination Technologies
- Jan-Harald Fredriksen, Arm
Description

VK_EXT_frame_boundary is a device extension that helps tools (such as debuggers) to group queue submissions per frames in non-trivial scenarios, typically when vkQueuePresentKHR is not a relevant frame boundary delimiter.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceFrameBoundaryFeaturesEXT
- Extending VkSubmitInfo, VkSubmitInfo2, VkPresentInfoKHR, VkBindSparseInfo:
  - VkFrameBoundaryEXT

New Enums

- VkFrameBoundaryFlagBitsEXT

New Bitmasks

- VkFrameBoundaryFlagsEXT

New Enum Constants

- VK_EXT_FRAME_BOUNDARY_EXTENSION_NAME
- VK_EXT_FRAME_BOUNDARY_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_FRAME_BOUNDARY_EXT
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAME_BOUNDARY_FEATURES_EXT

Version History

- Revision 0, 2022-01-14 (Hugues Evard)
  - Initial proposal
- Revision 1, 2023-06-14 (James Fitzpatrick)
  - Initial draft

VK_EXT_hdr_metadata

Name String

VK_EXT_hdr_metadata
Extension Type
  Device extension

Registered Extension Number
  106

Revision
  2

Ratification Status
  Ratified

Extension and Version Dependencies
  VK_KHR_swapchain

Contact
  • Courtney Goeltzenleuchtercourtney-g

Other Extension Metadata

Last Modified Date
  2018-12-19

IP Status
  No known IP claims.

Contributors
  • Courtney Goeltzenleuchter, Google

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_host_image_copy**

Name String

```
VK_EXT_host_image_copy
```

Extension Type

- Device extension

Registered Extension Number

271

Revision

1
Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1
and
VK_KHR_copy_commands2
and
VK_KHR_format_feature_flags2
or
Version 1.3

Contact
• Shahbaz Youssefi syoussefi

Extension Proposal
VK_EXT_host_image_copy

Other Extension Metadata

Last Modified Date
2023-04-26

Contributors
• Shahbaz Youssefi, Google
• Faith Ekstrand, Collabora
• Hans-Kristian Arntzen, Valve
• Piers Daniell, NVIDIA
• Jan-Harald Fredriksen, Arm
• James Fitzpatrick, Imagination
• Daniel Story, Nintendo

Description
This extension allows applications to copy data between host memory and images on the host processor, without staging the data through a GPU-accessible buffer. This removes the need to allocate and manage the buffer and its associated memory. On some architectures it may also eliminate an extra copy operation. This extension additionally allows applications to copy data between images on the host.

To support initializing a new image in preparation for a host copy, it is now possible to transition a new image to VK_IMAGE_LAYOUT_GENERAL or other host-copyable layouts via vkTransitionImageLayoutEXT. Additionally, it is possible to perform copies that preserve the swizzling layout of the image by using the VK_HOST_IMAGE_COPY_MEMCPY_EXT flag. In that case, the
memory size needed for copies to or from a buffer can be retrieved by chaining VkSubresourceHostMemcpySizeEXT to pLayout in vkGetImageSubresourceLayout2EXT.

New Commands

- vkCopyImageToImageEXT
- vkCopyImageToMemoryEXT
- vkCopyMemoryToImageEXT
- vkGetImageSubresourceLayout2EXT
- vkTransitionImageLayoutEXT

New Structures

- VkCopyImageToImageInfoEXT
- VkCopyImageToMemoryInfoEXT
- VkCopyMemoryToImageInfoEXT
- VkHostImageLayoutTransitionInfoEXT
- VkImageSubresource2EXT
- VkImageToMemoryCopyEXT
- VkMemoryToImageCopyEXT
- VkSubresourceLayout2EXT

Extending VkImageFormatProperties2:

- VkHostImageCopyDevicePerformanceQueryEXT

Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:

- VkPhysicalDeviceHostImageCopyFeaturesEXT

Extending VkPhysicalDeviceProperties2:

- VkPhysicalDeviceHostImageCopyPropertiesEXT

Extending VkSubresourceLayout2KHR:

- VkSubresourceHostMemcpySizeEXT

New Enums

- VkHostImageCopyFlagBitsEXT

New Bitmasks

- VkHostImageCopyFlagsEXT

New Enum Constants

- VK_EXT_HOST_IMAGE_COPY_EXTENSION_NAME
- VK_EXT_HOST_IMAGE_COPY_SPEC_VERSION
• Extending VkFormatFeatureFlagBits2:
  ◦ VK_FORMAT_FEATURE_2_HOST_IMAGE_TRANSFER_BIT_EXT

• Extending VkImageUsageFlagBits:
  ◦ VK_IMAGE_USAGE_HOST_TRANSFER_BIT_EXT

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_COPY_IMAGE_TO_IMAGE_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_COPY_IMAGE_TO_MEMORY_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_COPY_MEMORY_TO_IMAGE_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_COPY_IMAGE_TO_IMAGE_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_COPY_MEMORY_TO_IMAGE_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_COPY_IMAGE_TO_MEMORY_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_COPY_MEMORY_TO_IMAGE_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_HOST_IMAGE_COPY_DEVICE_PERFORMANCE_QUERY_EXT
  ◦ VK_STRUCTURE_TYPE_HOST_IMAGE_LAYOUT_TRANSITION_INFO_EXT
  ◦ VK_STRUCTURE_TYPE_IMAGE_TO_MEMORY_COPY_EXT
  ◦ VK_STRUCTURE_TYPE_MEMORY_TO_IMAGE_COPY_EXT
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_FEATURES_EXT
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_IMAGE_COPY_PROPERTIES_EXT
  ◦ VK_STRUCTURE_TYPE_SUBRESOURCE_HOST_MEMCPY_SIZE_EXT

Issues

1) When uploading data to an image, the data is usually loaded from disk. Why not have the application load the data directly into a VkDeviceMemory bound to a buffer (instead of host memory), and use vkCmdCopyBufferToImage? The same could be done when downloading data from an image.

RESOLVED: This may not always be possible. Complicated Vulkan applications such as game engines often have decoupled subsystems for streaming data and rendering. It may be unreasonable to require the streaming subsystem to coordinate with the rendering subsystem to allocate memory on its behalf, especially as Vulkan may not be the only API supported by the engine. In emulation layers, the image data is necessarily provided by the application in host memory, so an optimization as suggested is not possible. Most importantly, the device memory may not be mappable by an application, but still accessible to the driver.

2) Are optimalBufferCopyOffsetAlignment and optimalBufferCopyRowPitchAlignment applicable to host memory as well with the functions introduced by this extension? Or should there be new limits?

RESOLVED: No alignment requirements for the host memory pointer.

3) Should there be granularity requirements for image offsets and extents?

RESOLVED: No granularity requirements, i.e. a granularity of 1 pixel (for non-compressed formats) and 1 texel block (for compressed formats) is assumed.

4) How should the application deal with layout transitions before or after copying to or from images?
RESOLVED: An existing issue with linear images is that when emulating other APIs, it is impossible to know when to transition them as they are written to by the host and then used bindlessly. The copy operations in this extension are affected by the same limitation. A new command is thus introduced by this extension to address this problem by allowing the host to perform an image layout transition between a handful of layouts.

Version History

- Revision 0, 2021-01-20 (Faith Ekstrand)
  - Initial idea and xml
- Revision 1, 2023-04-26 (Shahbaz Youssefi)
  - Initial revision

VK_EXT_layer_settings

Name String

VK_EXT_layer_settings

Extension Type

Instance extension

Registered Extension Number

497

Revision

2

Ratification Status

Ratified

Extension and Version Dependencies

None

Contact

- Christophe Riccio 🌐christophe

Extension Proposal

VK_EXT_layer_settings

Other Extension Metadata

Last Modified Date

2023-09-23

IP Status

No known IP claims.
Contributors

- Christophe Riccio, LunarG
- Mark Lobodzinski, LunarG
- Charles Giessen, LunarG
- Spencer Fricke, LunarG
- Juan Ramos, LunarG
- Daniel Rakos, RasterGrid
- Shahbaz Youssefi, Google
- Lina Versace, Google
- Bill Hollings, The Brenwill Workshop
- Jon Leech, Khronos
- Tom Olson, Arm

Description

This extension provides a mechanism for configuring programmatically through the Vulkan API the behavior of layers.

This extension provides the `VkLayerSettingsCreateInfoEXT` 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 `VkLayerSettingEXT` structure values that configure specific features of layers.

Example

`VK_EXT_layer_settings` is implemented by the Vulkan Profiles layer.

It allows the profiles layer tests used by the profiles layer C.I. to programmatically configure the layer for each test without affecting the C.I. environment, allowing to run multiple tests concurrently.

```c
const char* profile_file_data = JSON_TEST_FILES_PATH "VP_KHR_roadmap_2022.json";
const char* profile_name_data = "VP_KHR_roadmap_2022";
VkBool32 emulate_portability_data = VK_TRUE;
const char* simulate_capabilities[] = {
    "SIMULATE_API_VERSION_BIT",
    "SIMULATE_FEATURES_BIT",
    "SIMULATE_PROPERTIES_BIT",
    "SIMULATE_EXTENSIONS_BIT",
    "SIMULATE_FORMATS_BIT",
    "SIMULATE_QUEUE_FAMILY_PROPERTIES_BIT"
};
const char* debug_reports[] = {
```
"DEBUG_REPORT_ERROR_BIT",
"DEBUG_REPORT_WARNING_BIT",
"DEBUG_REPORT_NOTIFICATION_BIT",
"DEBUG_REPORT_DEBUG_BIT"
};

const VkLayerSettingEXT settings[] = {
    {kLayerName, kLayerSettingsProfileFile, VK_LAYER_SETTING_TYPE_STRING_EXT, 1, &profile_file_data},
    {kLayerName, kLayerSettingsProfileName, VK_LAYER_SETTING_TYPE_STRING_EXT, 1, &profile_name_data},
    {kLayerName, kLayerSettingsEmulatePortability, VK_LAYER_SETTING_TYPE_BOOL32_EXT, 1, &emulate_portability_data},
    {kLayerName, kLayerSettingsSimulateCapabilities, VK_LAYER_SETTING_TYPE_STRING_EXT,
        static_cast<uint32_t>(std::size(simulate_capabilities)), simulate_capabilities},
    {kLayerName, kLayerSettingsDebugReports, VK_LAYER_SETTING_TYPE_STRING_EXT,
        static_cast<uint32_t>(std::size(debug_reports)), debug_reports}
};

const VkLayerSettingsCreateInfoEXT layer_settings_create_info{
    VK_STRUCTURE_TYPE_LAYER_SETTINGS_CREATE_INFO_EXT, nullptr,
    static_cast<uint32_t>(std::size(settings)), settings};

VkInstanceCreateInfo inst_create_info = {};
...
inst_create_info.pNext = &layer_settings_create_info;
vkCreateInstance(&inst_create_info, nullptr, &instances);

Note
The VK_EXT_layer_settings extension subsumes all the functionality provided in the VK_EXT_validation_flags extension and the VK_EXT_validation_features extension.

New Structures
- VkLayerSettingEXT
- Extending VkInstanceCreateInfo:
  - VkLayerSettingsCreateInfoEXT

New Enums
- VkLayerSettingTypeEXT

New Enum Constants
- VK_EXT_LAYER_SETTINGS_EXTENSION_NAME
• **VK_EXT_LAYER_SETTINGS_SPEC_VERSION**

• Extending *VkStructureType*:
  
  ◦ **VK_STRUCTURE_TYPE_LAYER_SETTINGS_CREATE_INFO_EXT**

**Issues**

• How should application developers figure out the list of available settings?

This extension does not provide a reflection API for layer settings. Layer settings are described in each layer JSON manifest and the documentation of each layer which implements this extension.

**Version History**

• Revision 1, 2020-06-17 (Mark Lobodzinski)
  ◦ Initial revision for Validation layer internal usages

• Revision 2, 2023-09-26 (Christophe Riccio)
  ◦ Refactor APIs for any layer usages and public release

**VK_EXT_nested_command_buffer**

**Name String**

VK_EXT_nested_command_buffer

**Extension Type**

Device extension

**Registered Extension Number**

452

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2
  
  or
  
  Version 1.1

**Contact**

• Piers Daniell [pdaniell-nv](https://www.pdaniell-nv.com)

**Other Extension Metadata**

**Last Modified Date**

2023-09-18
Contributors
- Daniel Story, Nintendo
- Peter Kohaut, NVIDIA
- Shahbaz Youssefi, Google
- Slawomir Grajewski, Intel
- Stu Smith, AMD

Description
With core Vulkan it is not legal to call `vkCmdExecuteCommands` when recording a secondary command buffer. This extension relaxes that restriction, allowing secondary command buffers to execute other secondary command buffers.

New Structures
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceNestedCommandBufferFeaturesEXT`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceNestedCommandBufferPropertiesEXT`

New Enum Constants
- `VK_EXT_NESTED_COMMAND_BUFFER_EXTENSION_NAME`
- `VK_EXT_NESTED_COMMAND_BUFFER_SPEC_VERSION`
- Extending `VkRenderingFlagBits`:
  - `VK_RENDERING_CONTENTS_INLINE_BIT_EXT`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_NESTED_COMMAND_BUFFER_FEATURES_EXT`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_NESTED_COMMAND_BUFFER_PROPERTIES_EXT`
- Extending `VkSubpassContents`:
  - `VK_SUBPASS_CONTENTS_INLINE_ANDSECONDARY_COMMAND_BUFFERS_EXT`

Issues
1) The Command Buffer Levels property for the Vulkan commands comes from the `cmdbufferlevel` attribute in `vk.xml` for the command, and it is currently not possible to modify this attribute based on whether an extension is enabled. For this extension we want the `cmdbufferlevel` attribute for `vkCmdExecuteCommands` to be `primary,secondary` when this extension is enabled and `primary` otherwise.

**RESOLVED:** The `cmdbufferlevel` attribute for `vkCmdExecuteCommands` has been changed to `primary,secondary` and a new VUID added to prohibit recording this command in a secondary command buffer unless this extension is enabled.
Version History

- Revision 1, 2023-09-18 (Piers Daniell)
  - Internal revisions

**VK_EXT_opacity_micromap**

**Name String**

VK_EXT_opacity_micromap

**Extension Type**

Device extension

**Registered Extension Number**

397

**Revision**

2

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- VK_KHR_acceleration_structure
- and
- VK_KHR_synchronization2
- or
- Version 1.3

**SPIR-V Dependencies**

- SPV_EXT_opacity_micromap

**Contact**

- Christoph Kubisch [pixeljetstream](#)
- Eric Werness

**Extension Proposal**

VK_EXT_opacity_micromap

**Other Extension Metadata**

**Last Modified Date**

2022-08-24

**Interactions and External Dependencies**

- This extension provides API support for GLSL_EXT_opacity_micromap

**Contributors**

- Christoph Kubisch, NVIDIA
Description

When adding transparency to a ray traced scene, an application can choose between further tessellating the geometry or using an any-hit shader to allow the ray through specific parts of the geometry. These options have the downside of either significantly increasing memory consumption or adding runtime overhead to run shader code in the middle of traversal, respectively.

This extension adds the ability to add an opacity micromap to geometry when building an acceleration structure. The opacity micromap compactly encodes opacity information which can be read by the implementation to mark parts of triangles as opaque or transparent. The format is externally visible to allow the application to compress its internal geometry and surface representations into the compressed format ahead of time. The compressed format subdivides each triangle into a set of subtriangles, each of which can be assigned either two or four opacity values. These opacity values can control if a ray hitting that subtriangle is treated as an opaque hit, complete miss, or possible hit, depending on the controls described in Ray Opacity Micromap.

This extension provides:

- a **VkMicromapEXT** structure to store the micromap,
- functions similar to acceleration structure build functions to build the opacity micromap array, and
- a structure to extend **VkAccelerationStructureGeometryTrianglesDataKHR** to attach a micromap to the geometry of the acceleration structure.

New Object Types

- **VkMicromapEXT**

New Commands

- `vkBuildMicromapsEXT`
- `vkCmdBuildMicromapsEXT`
- `vkCmdCopyMemoryToMicromapEXT`
- `vkCmdCopyMicromapEXT`
- `vkCmdCopyMicromapToMemoryEXT`
- `vkCmdWriteMicromapsPropertiesEXT`
- `vkCopyMemoryToMicromapEXT`
- `vkCopyMicromapEXT`
- `vkCopyMicromapToMemoryEXT`
- `vkCreateMicromapEXT`
• `vkDestroyMicromapEXT`
• `vkGetDeviceMicromapCompatibilityEXT`
• `vkGetMicromapBuildSizesEXT`
• `vkWriteMicromapsPropertiesEXT`

**New Structures**

• `VkCopyMemoryToMicromapInfoEXT`
• `VkCopyMicromapInfoEXT`
• `VkCopyMicromapToMemoryInfoEXT`
• `VkMicromapBuildInfoEXT`
• `VkMicromapBuildSizesInfoEXT`
• `VkMicromapCreateInfoEXT`
• `VkMicromapTriangleEXT`
• `VkMicromapUsageEXT`
• `VkMicromapVersionInfoEXT`

**Extending** `VkAccelerationStructureGeometryTrianglesDataKHR`:

◦ `VkAccelerationStructureTrianglesOpacityMicromapEXT`

**Extending** `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:

◦ `VkPhysicalDeviceOpacityMicromapFeaturesEXT`

**Extending** `VkPhysicalDeviceProperties2`:

◦ `VkPhysicalDeviceOpacityMicromapPropertiesEXT`

**New Enums**

• `VkBuildMicromapFlagBitsEXT`
• `VkBuildMicromapModeEXT`
• `VkCopyMicromapModeEXT`
• `VkMicromapCreateFlagBitsEXT`
• `VkMicromapTypeEXT`
• `VkOpacityMicromapFormatEXT`
• `VkOpacityMicromapSpecialIndexEXT`

**New Bitmasks**

• `VkBuildMicromapFlagsEXT`
• `VkMicromapCreateFlagsEXT`
New Enum Constants

- `VK_EXT_OPACITY_MICROMAP_EXTENSION_NAME`
- `VK_EXT_OPACITY_MICROMAP_SPEC_VERSION`

Extending `VkAccessFlagBits2`:
- `VK_ACCESS_2_MICROMAP_READ_BIT_EXT`
- `VK_ACCESS_2_MICROMAP_WRITE_BIT_EXT`

Extending `VkBufferUsageFlagBits`:
- `VK_BUFFER_USAGE_MICROMAP_BUILD_INPUT_READ_ONLY_BIT_EXT`
- `VK_BUFFER_USAGE_MICROMAP_STORAGE_BIT_EXT`

Extending `VkBuildAccelerationStructureFlagBitsKHR`:
- `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_DISABLE_OPACITY_MICROMAPS_EXT`
- `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_DATA_UPDATE_EXT`
- `VK_BUILD_ACCELERATION_STRUCTURE_ALLOW_OPACITY_MICROMAP_UPDATE_EXT`

Extending `VkGeometryInstanceFlagBitsKHR`:
- `VK_GEOMETRY_INSTANCE_DISABLE_OPACITY_MICROMAPS_EXT`
- `VK_GEOMETRY_INSTANCE_FORCE_OPACITY_MICROMAP_2_STATE_EXT`

Extending `VkObjectType`:
- `VK_OBJECT_TYPE_MICROMAP_EXT`

Extending `VkPipelineCreateFlagBits`:
- `VK_PIPELINE_CREATE_RAY_TRACING_OPACITY_MICROMAP_BIT_EXT`

Extending `VkPipelineStageFlagBits2`:
- `VK_PIPELINE_STAGE_2_MICROMAP_BUILD_BIT_EXT`

Extending `VkQueryType`:
- `VK_QUERY_TYPE_MICROMAP_COMPACTED_SIZE_EXT`
- `VK_QUERY_TYPE_MICROMAP_SERIALIZATION_SIZE_EXT`

Extending `VkStructureType`:
- `VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_TRIANGLES_OPACITY_MICROMAP_EXT`
- `VK_STRUCTURE_TYPE_COPY_MEMORY_TO_MICROMAP_INFO_EXT`
- `VK_STRUCTURE_TYPE_COPY_MICROMAP_INFO_EXT`
- `VK_STRUCTURE_TYPE_COPY_MICROMAP_TO_MEMORY_INFO_EXT`
- `VK_STRUCTURE_TYPE_MICROMAP_BUILD_INFO_EXT`
- `VK_STRUCTURE_TYPE_MICROMAP_BUILD_SIZES_INFO_EXT`
- `VK_STRUCTURE_TYPE_MICROMAP_CREATE_INFO_EXT`
- `VK_STRUCTURE_TYPE_MICROMAP_VERSION_INFO_EXT`
uint32_t BarycentricsToSpaceFillingCurveIndex(float u, float v, uint32_t level)
{
    u = clamp(u, 0.0f, 1.0f);
    v = clamp(v, 0.0f, 1.0f);

    uint32_t iu, iv, iw;

    // Quantize barycentric coordinates
    float fu = u * (1u << level);
    float fv = v * (1u << level);

    iu = (uint32_t)fu;
    iv = (uint32_t)fv;

    float uf = fu - float(iu);
    float vf = fv - float(iv);

    if (iu >= (1u << level)) iu = (1u << level) - 1u;
    if (iv >= (1u << level)) iv = (1u << level) - 1u;

    uint32_t iuv = iu + iv;

    if (iuv >= (1u << level))
        iu -= iuv - (1u << level) + 1u;

    iw = ~(iu + iv);

    if (uf + vf >= 1.0f 88 iuv < (1u << level) - 1u) --iw;

    uint32_t b0 = ~ (iu ^ iw);
    b0 = ((1u << level) - 1u);
    uint32_t t = (iu ^ iv) & b0;

    uint32_t f = t;
    f ^= f >> 1u;
    f ^= f >> 2u;
    f ^= f >> 4u;
    f ^= f >> 8u;
    uint32_t b1 = ((f ^ iu) & ~b0) | t;

    // Interleave bits
    b0 = (b0 | (b0 << 8u)) & 0x00ff00ffu;
    b0 = (b0 | (b0 << 4u)) & 0x0f0f0f0fu;
    b0 = (b0 | (b0 << 2u)) & 0x33333333u;
    b0 = (b0 | (b0 << 1u)) & 0x55555555u;
}
b1 = (b1 | (b1 << 8u)) & 0x00ff00ffu;
b1 = (b1 | (b1 << 4u)) & 0x0f0f0f0fu;
b1 = (b1 | (b1 << 2u)) & 0x33333333u;
b1 = (b1 | (b1 << 1u)) & 0x55555555u;

return b0 | (b1 << 1u);

### Issues

1. **Is the build actually similar to an acceleration structure build?**
   - **Resolved:** The build should be much lighter-weight than an acceleration structure build, but the infrastructure is similar enough that it makes sense to keep the concepts compatible.

2. **Why does VkMicromapUsageEXT not have type/pNext?**
   - **Resolved:** There can be a very large number of these structures, so doubling the size of these can be significant memory consumption. Also, an application may be loading these directly from a file which is more compatible with it being a flat structure. The including structures are extensible and are probably a more suitable place to add extensibility.

3. **Why is there a SPIR-V extension?**
   - **Resolved:** There is a ray flag. To be consistent with how the existing ray tracing extensions work that ray flag needs its own extension.

4. **Should there be indirect micromap build?**
   - **Resolved:** Not for now. There is more in-depth usage metadata required and it seems less likely that something like a GPU culling system would need to change the counts for a micromap.

5. **Should micromaps have a micromap device address?**
   - **Resolved:** There is no need right now (can just use the handle) but that is a bit different from acceleration structures, though the two are not completely parallel in their usage.

6. **Why are the alignment requirements defined as a mix of hardcoded values and caps?**
   - **Resolved:** This is most parallel with the definition of `VK_KHR_acceleration_structure` and maintaining commonality makes it easier for applications to share memory.

### Version History

- **Revision 2, 2022-06-22 (Eric Werness)**
  - EXTify and clean up for discussion
- **Revision 1, 2022-01-01 (Eric Werness)**
  - Initial revision
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_shader_object**

Name String

`VK_EXT_shader_object`

Extension Type

Device extension

Registered Extension Number

483

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

`VK_KHR_get_physical_device_properties2`

or

Version 1.1

and

`VK_KHR_dynamic_rendering`

or

Version 1.3
API Interactions
  • Interacts with VK_VERSION_1_1
  • Interacts with VK_VERSION_1_3
  • Interacts with VK_EXT_blend_operation_advanced
  • Interacts with VK_EXT_conservative_rasterization
  • Interacts with VK_EXT_depth_clip_control
  • Interacts with VK_EXT_depth_clip_enable
  • Interacts with VK_EXT_fragment_density_map
  • Interacts with VK_EXT_line_rasterization
  • Interacts with VK_EXT_mesh_shader
  • Interacts with VK_EXT_provoking_vertex
  • Interacts with VK_EXT_sample_locations
  • Interacts with VK_EXT_subgroup_size_control
  • Interacts with VK_EXT_transform_feedback
  • Interacts with VK_KHR_device_group
  • Interacts with VK_KHR_fragment_shading_rate
  • Interacts with VK_NV_clip_space_w_scaling
  • Interacts with VK_NV_coverage_reduction_mode
  • Interacts with VK_NV_fragment_coverage_to_color
  • Interacts with VK_NV_framebuffer_mixed_samples
  • Interacts with VK_NV_mesh_shader
  • Interacts with VK_NV_representative_fragment_test
  • Interacts with VK_NV_shading_rate_image
  • Interacts with VK_NV_viewport_swizzle

Contact
  • Daniel Story

Extension Proposal
  VK_EXT_shader_object

Other Extension Metadata

Last Modified Date
  2023-03-30

Interactions and External Dependencies
  • Interacts with VK_EXT_extended_dynamic_state
  • Interacts with VK_EXT_extended_dynamic_state2
• Interacts with `VK_EXT_extended_dynamic_state3`
• Interacts with `VK_EXT_vertex_input_dynamic_state`

**IP Status**
No known IP claims.

**Contributors**
- Piers Daniell, NVIDIA
- Sandy Jamieson, Nintendo
- Žiga Markuš, LunarG
- Tobias Hector, AMD
- Alex Walters, Imagination
- Shahbaz Youssefi, Google
- Ralph Potter, Samsung
- Jan-Harald Fredriksen, ARM
- Connor Abott, Valve
- Arseny Kapoulkine, Roblox
- Patrick Doane, Activision
- Jeff Leger, Qualcomm
- Stu Smith, AMD
- Chris Glover, Google
- Ricardo Garcia, Igalia
- Faith Ekstrand, Collabora
- Timur Kristóf, Valve
- Constantine Shablya, Collabora
- Daniel Koch, NVIDIA
- Alyssa Rosenzweig, Collabora
- Mike Blumenkrantz, Valve
- Samuel Pitoiset, Valve
- Qun Lin, AMD
- Spencer Fricke, LunarG
- Soroush Faghihi Kashani, Imagination

**Description**
This extension introduces a new `VkShaderEXT` object type which represents a single compiled shader stage. Shader objects provide a more flexible alternative to `VkPipeline` objects, which may be helpful in certain use cases.
New Object Types

- VkShaderEXT

New Commands

- vkCmdBindShadersEXT
- vkCmdBindVertexBuffers2EXT
- vkCmdSetAlphaToCoverageEnableEXT
- vkCmdSetAlphaToOneEnableEXT
- vkCmdSetColorBlendEnableEXT
- vkCmdSetColorBlendEquationEXT
- vkCmdSetColorWriteMaskEXT
- vkCmdSetCullModeEXT
- vkCmdSetDepthBiasEnableEXT
- vkCmdSetDepthBoundsTestEnableEXT
- vkCmdSetDepthClampEnableEXT
- vkCmdSetDepthCompareOpEXT
- vkCmdSetDepthTestEnableEXT
- vkCmdSetDepthWriteEnableEXT
- vkCmdSetFrontFaceEXT
- vkCmdSetLogicOpEXT
- vkCmdSetLogicOpEnableEXT
- vkCmdSetPatchControlPointsEXT
- vkCmdSetPolygonModeEXT
- vkCmdSetPrimitiveRestartEnableEXT
- vkCmdSetPrimitiveTopologyEXT
- vkCmdSetRasterizationSamplesEXT
- vkCmdSetRasterizerDiscardEnableEXT
- vkCmdSetSampleMaskEXT
- vkCmdSetScissorWithCountEXT
- vkCmdSetStencilOpEXT
- vkCmdSetStencilTestEnableEXT
- vkCmdSetTessellationDomainOriginEXT
- vkCmdSetVertexInputEXT
- vkCmdSetViewportWithCountEXT
- vkCreateShadersEXT
• vkDestroyShaderEXT
• vkGetShaderBinaryDataEXT

If `VK_EXT_depth_clip_enable` is supported:
  • vkCmdSetDepthClipEnableEXT

If `VK_EXT_transform_feedback` is supported:
  • vkCmdSetRasterizationStreamEXT

New Structures
  • VkColorBlendAdvancedEXT
  • VkColorBlendEquationEXT
  • VkShaderCreateInfoEXT
  • VkVertexInputAttributeDescription2EXT
  • VkVertexInputBindingDescription2EXT

Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  • VkPhysicalDeviceShaderObjectFeaturesEXT

Extending `VkPhysicalDeviceProperties2`:
  • VkPhysicalDeviceShaderObjectPropertiesEXT

Extending `VkPipelineShaderStageCreateInfo`, `VkShaderCreateInfoEXT`:
  • VkShaderRequiredSubgroupSizeCreateInfoEXT

New Enums
  • VkShaderCodeTypeEXT
  • VkShaderCreateFlagBitsEXT

New Bitmasks
  • VkShaderCreateFlagsEXT

New Enum Constants
  • VK_EXT_SHADER_OBJECT_EXTENSION_NAME
  • VK_EXT_SHADER_OBJECT_SPEC_VERSION

Extending `VkObjectType`:
  • VK_OBJECT_TYPE_SHADER_EXT

Extending `VkResult`:
  • VK_ERROR_INCOMPATIBLE_SHADER_BINARY_EXT
  • VK_INCOMPATIBLE_SHADER_BINARY_EXT
• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_OBJECT_FEATURES_EXT`
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_OBJECT_PROPERTIES_EXT`
  ◦ `VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT`
  ◦ `VK_STRUCTURE_TYPE_SHADER_REQUIRED_SUBGROUP_SIZE_CREATE_INFO_EXT`
  ◦ `VK_STRUCTURE_TYPE_VERTEX_INPUT_ATTRIBUTE_DESCRIPTION_2_EXT`
  ◦ `VK_STRUCTURE_TYPE_VERTEX_INPUT_BINDING_DESCRIPTION_2_EXT`

If `VK_EXT_subgroup_size_control` or Version 1.3 is supported:

• Extending `VkShaderCreateFlagBitsEXT`:
  ◦ `VK_SHADER_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT`
  ◦ `VK_SHADER_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT`

If `VK_KHR_device_group` or Version 1.1 is supported:

• Extending `VkShaderCreateFlagBitsEXT`:
  ◦ `VK_SHADER_CREATE_DISPATCH_BASE_BIT_EXT`

If `VK_KHR_fragment_shading_rate` is supported:

• Extending `VkShaderCreateFlagBitsEXT`:
  ◦ `VK_SHADER_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_EXT`

Examples

Example 1

Create linked pair of vertex and fragment shaders.

```c
// Logical device created with the shaderObject feature enabled
VkDevice device;

// SPIR-V shader code for a vertex shader, along with its size in bytes
void* pVertexSpirv;
size_t vertexSpirvSize;

// SPIR-V shader code for a fragment shader, along with its size in bytes
void* pFragmentSpirv;
size_t fragmentSpirvSize;

// Descriptor set layout compatible with the shaders
VkDescriptorSetLayout descriptorSetLayout;

VkShaderCreateInfoEXT shaderCreateInfos[2] =
{
```
Later, during command buffer recording, bind the linked shaders and draw.

```c
// Command buffer in the recording state
VkCommandBuffer commandBuffer;

// Vertex and fragment shader objects created above
VkShaderEXT shaders[2];
```
Assume vertex buffers, descriptor sets, etc. have been bound, and existing state setting commands have been called to set all required state.

```c
const VkShaderStageFlagBits stages[2] = 
{ 
    VK_SHADER_STAGE_VERTEX_BIT, 
    VK_SHADER_STAGE_FRAGMENT_BIT 
};
```

Bind linked shaders:

```c
vkCmdBindShadersEXT(commandBuffer, 2, stages, shaders);
```

Equivalent to the previous line. Linked shaders can be bound one at a time, in any order:

```c
vkCmdBindShadersEXT(commandBuffer, 1, &stages[1], &shaders[1]);
vkCmdBindShadersEXT(commandBuffer, 1, &stages[0], &shaders[0]);
```

The above is sufficient to draw if the device was created with the tessellationShader and geometryShader features disabled. Otherwise, since those stages should not execute, `vkCmdBindShadersEXT()` must be called at least once with each of their stages in `pStages` before drawing:

```c
const VkShaderStageFlagBits unusedStages[3] = 
{ 
    VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT, 
    VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, 
    VK_SHADER_STAGE_GEOMETRY_BIT 
};
```

`NULL pShaders` is equivalent to an array of `stageCount` `VK_NULL_HANDLE` values, meaning no shaders are bound to those stages, and that any previously bound shaders are unbound:

```c
vkCmdBindShadersEXT(commandBuffer, 3, unusedStages, NULL);
```

Graphics shader objects may only be used to draw inside dynamic render pass instances begun with `vkCmdBeginRendering()`, assume one has already been begun:

```c
// Draw a triangle
vkCmdDraw(commandBuffer, 3, 1, 0, 0);
```

**Example 2**

Create unlinked vertex, geometry, and fragment shaders.

```c
// Logical device created with the shaderObject feature enabled
VkDevice device;
```

```c
// SPIR-V shader code for vertex shaders, along with their sizes in bytes
void* pVertexSpirv[2];
```
size_t vertexSpirvSize[2];

// SPIR-V shader code for a geometry shader, along with its size in bytes
void pGeometrySpirv;
size_t geometrySpirvSize;

// SPIR-V shader code for fragment shaders, along with their sizes in bytes
void* pFragmentSpirv[2];
size_t fragmentSpirvSize[2];

// Descriptor set layout compatible with the shaders
VkDescriptorSetLayout descriptorSetLayout;

VkShaderCreateInfoEXT shaderCreateInfos[5] =
{
    // Stage order does not matter
    {
        .sType = VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT,
        .pNext = NULL,
        .flags = 0,
        .stage = VK_SHADER_STAGE_GEOMETRY_BIT,
        .nextStage = VK_SHADER_STAGE_FRAGMENT_BIT,
        .codeType = VK_SHADER_CODE_TYPE_SPIRV_EXT,
        .codeSize = pGeometrySpirv,
        .pCode = geometrySpirvSize,
        .pName = "main",
        .setLayoutCount = 1,
        .pSetLayouts = &descriptorSetLayout,
        .pushConstantRangeCount = 0,
        .pPushConstantRanges = NULL,
        .pSpecializationInfo = NULL
    },
    {
        .sType = VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT,
        .pNext = NULL,
        .flags = 0,
        .stage = VK_SHADER_STAGE_VERTEX_BIT,
        .nextStage = VK_SHADER_STAGE_GEOMETRY_BIT,
        .codeType = VK_SHADER_CODE_TYPE_SPIRV_EXT,
        .codeSize = vertexSpirvSize[0],
        .pCode = pVertexSpirv[0],
        .pName = "main",
        .setLayoutCount = 1,
        .pSetLayouts = &descriptorSetLayout,
        .pushConstantRangeCount = 0,
        .pPushConstantRanges = NULL,
        .pSpecializationInfo = NULL
    }
}
flags = 0,
.stage = VK_SHADER_STAGE_FRAGMENT_BIT,
.nextStage = 0,
.codeType = VK_SHADER_CODE_TYPE_SPIRV_EXT,
.codeSize = fragmentSpirvSize[0],
pCode = pFragmentSpirv[0],
pName = "main",
.setLayoutCount = 1,
pSetLayouts = &descriptorSetLayout;
pushConstantRangeCount = 0,
pPushConstantRanges = NULL,
pSpecializationInfo = NULL
},
{
.sType = VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT,
.pNext = NULL,
.flags = 0,
.stage = VK_SHADER_STAGE_FRAGMENT_BIT,
.nextStage = 0,
.codeType = VK_SHADER_CODE_TYPE_SPIRV_EXT,
.codeSize = fragmentSpirvSize[1],
pCode = pFragmentSpirv[1],
pName = "main",
.setLayoutCount = 1,
pSetLayouts = &descriptorSetLayout;
pushConstantRangeCount = 0,
pPushConstantRanges = NULL,
pSpecializationInfo = NULL
},
{
.sType = VK_STRUCTURE_TYPE_SHADER_CREATE_INFO_EXT,
.pNext = NULL,
.flags = 0,
.stage = VK_SHADER_STAGE_VERTEX_BIT,
// Suppose we want this vertex shader to be able to be followed by
// either a geometry shader or fragment shader:
.nextStage = VK_SHADER_STAGE_GEOMETRY_BIT | VK_SHADER_STAGE_FRAGMENT_BIT,
.codeType = VK_SHADER_CODE_TYPE_SPIRV_EXT,
.codeSize = vertexSpirvSize[1],
pCode = pVertexSpirv[1],
pName = "main",
.setLayoutCount = 1,
pSetLayouts = &descriptorSetLayout;
pushConstantRangeCount = 0,
pPushConstantRanges = NULL,
pSpecializationInfo = NULL
}
}
VkResult result;
VkShaderEXT shaders[5];
result = vkCreateShadersEXT(device, 5, &shaderCreateInfos, NULL, shaders);
if (result != VK_SUCCESS)
{
    // Handle error
}

Later, during command buffer recording, bind the linked shaders in different combinations and draw.

// Command buffer in the recording state
VkCommandBuffer commandBuffer;

// Vertex, geometry, and fragment shader objects created above
VkShaderEXT shaders[5];

// Assume vertex buffers, descriptor sets, etc. have been bound, and existing
// state setting commands have been called to set all required state

const VkShaderStageFlagBits stages[3] =
{
    // Any order is allowed
    VK_SHADER_STAGE_FRAGMENT_BIT,
    VK_SHADER_STAGE_VERTEX_BIT,
    VK_SHADER_STAGE_GEOMETRY_BIT,
};

VkShaderEXT bindShaders[3] =
{
    shaders[2], // FS
    shaders[1], // VS
    shaders[0] // GS
};

// Bind unlinked shaders
vkCmdBindShadersEXT(commandBuffer, 3, stages, bindShaders);

// Assume the tessellationShader feature is disabled, so vkCmdBindShadersEXT()
// need not have been called with either tessellation stage

// Graphics shader objects may only be used to draw inside dynamic render pass
// instances begun with vkCmdBeginRendering(), assume one has already been begun

// Draw a triangle
vkCmdDraw(commandBuffer, 3, 1, 0, 0);

// Bind a different unlinked fragment shader
const VkShaderStageFlagBits fragmentStage = VK_SHADER_STAGE_FRAGMENT_BIT;
vkCmdBindShadersEXT(commandBuffer, 1, &fragmentStage, &shaders[3]);
// Draw another triangle
vkCmdDraw(commandBuffer, 3, 1, 0, 0);

// Bind a different unlinked vertex shader
const VkShaderStageFlagBits vertexStage = VK_SHADER_STAGE_VERTEX_BIT;
vkCmdBindShadersEXT(commandBuffer, 1, &vertexStage, &shaders[4]);

// Draw another triangle
vkCmdDraw(commandBuffer, 3, 1, 0, 0);

Version History

- Revision 1, 2023-03-30 (Daniel Story)
  - Initial draft

VK_EXT_shader_tile_image

Name String

VK_EXT_shader_tile_image

Extension Type

Device extension

Registered Extension Number

396

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

Version 1.3

SPIR-V Dependencies

- SPV_EXT_shader_tile_image

Contact

- Jan-Harald Fredriksen janharaldfredriksen-arm

Extension Proposal

VK_EXT_shader_tile_image

Other Extension Metadata

Last Modified Date

2023-03-23
IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GL_EXT_shader_tile_image

Contributors
• Sandeep Kakarlapudi, Arm
• Jan-Harald Fredriksen, Arm
• James Fitzpatrick, Imagination
• Andrew Garrard, Imagination
• Jeff Leger, Qualcomm
• Huilong Wang, Huawei
• Graeme Leese, Broadcom
• Hans-Kristian Arntzen, Valve
• Tobias Hector, AMD
• Jeff Bolz, NVIDIA
• Shahbaz Youssefi, Google

Description
This extension allows fragment shader invocations to read color, depth and stencil values at their pixel location in rasterization order. The functionality is only available when using dynamic render passes introduced by VK_KHR_dynamic_rendering. Example use cases are programmable blending and deferred shading.

See fragment shader tile image reads for more information.

New Structures
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceShaderTileImageFeaturesEXT
• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceShaderTileImagePropertiesEXT

New Enum Constants
• VK_EXT_SHADER_TILE_IMAGE_EXTENSION_NAME
• VK_EXT_SHADER_TILE_IMAGE_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TILE_IMAGE_FEATURES_EXT
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TILE_IMAGE_PROPERTIES_EXT
Issues
None.

Examples
Color read example.

```glsl
layout( location = 0 /* aliased to color attachment 0 */ ) tileImageEXT highp attachmentEXT color0;
layout( location = 1 /* aliased to color attachment 1 */ ) tileImageEXT highp attachmentEXT color1;

layout( location = 0 ) out vec4 fragColor;

void main()
{
    vec4 value = colorAttachmentReadEXT(color0) + colorAttachmentReadEXT(color1);
    fragColor = value;
}
```

Depth & Stencil read example.

```glsl
void main()
{
    // read sample 0: works for non-MSAA or MSAA targets
    highp float last_depth = depthAttachmentReadEXT();
    lowp uint last_stencil = stencilAttachmentReadEXT();

    //..
}
```

Version History

- Revision 1, 2023-03-23 (Sandeep Kakarlapudi)
  - Initial version

VK_EXT_transform_feedback

Name String

VK_EXT_transform_feedback

Extension Type
Device extension

Registered Extension Number
29
Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

Special Uses
• OpenGL / ES support
• D3D support
• Developer tools

Contact
• Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date
2018-10-09

Contributors
• Baldur Karlsson, Valve
• Boris Zanin, Mobica
• Daniel Rakos, AMD
• Donald Scorgie, Imagination
• Henri Verbeet, CodeWeavers
• Jan-Harald Fredriksen, Arm
• Faith Ekstrand, Intel
• Jeff Bolz, NVIDIA
• Jesse Barker, Unity
• Jesse Hall, Google
• Pierre-Loup Griffais, Valve
• Philip Rebohle, DXVK
• Ruihao Zhang, Qualcomm
• Samuel Pitoiset, Valve
• Slawomir Grajewski, Intel
• Stu Smith, Imagination Technologies
Description

This extension adds transform feedback to the Vulkan API by exposing the SPIR-V TransformFeedback and GeometryStreams capabilities to capture vertex, tessellation or geometry shader outputs to one or more buffers. It adds API functionality to bind transform feedback buffers to capture the primitives emitted by the graphics pipeline from SPIR-V outputs decorated for transform feedback. The transform feedback capture can be paused and resumed by way of storing and retrieving a byte counter. The captured data can be drawn again where the vertex count is derived from the byte counter without CPU intervention. If the implementation is capable, a vertex stream other than zero can be rasterized.

All these features are designed to match the full capabilities of OpenGL core transform feedback functionality and beyond. Many of the features are optional to allow base OpenGL ES GPUs to also implement this extension.

The primary purpose of the functionality exposed by this extension is to support translation layers from other 3D APIs. This functionality is not considered forward looking, and is not expected to be promoted to a KHR extension or to core Vulkan. Unless this is needed for translation, it is recommended that developers use alternative techniques of using the GPU to process and capture vertex data.

New Commands

- `vkCmdBeginQueryIndexedEXT`
- `vkCmdBeginTransformFeedbackEXT`
- `vkCmdBindTransformFeedbackBuffersEXT`
- `vkCmdDrawIndirectByteCountEXT`
- `vkCmdEndQueryIndexedEXT`
- `vkCmdEndTransformFeedbackEXT`

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceTransformFeedbackFeaturesEXT`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceTransformFeedbackPropertiesEXT`
- Extending `VkPipelineRasterizationStateCreateInfo`:
  - `VkPipelineRasterizationStateStreamCreateInfoEXT`

New Bitmasks

- `VkPipelineRasterizationStateStreamCreateFlagsEXT`

New Enum Constants

- `VK_EXT_TRANSFORM_FEEDBACK_EXTENSION_NAME`
• **VK_EXT_TRANSFORM_FEEDBACK_SPEC_VERSION**

• **Extending **VkAccessFlagBits**:
  ◦ **VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT**
  ◦ **VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT**
  ◦ **VK_ACCESS_TRANSFORM_FEEDBACK_WRITE_BIT_EXT**

• **Extending **VkBufferUsageFlagBits**:
  ◦ **VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_BUFFER_BIT_EXT**
  ◦ **VK_BUFFER_USAGE_TRANSFORM_FEEDBACK_COUNTER_BUFFER_BIT_EXT**

• **Extending **VkPipelineStageFlagBits**:
  ◦ **VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT**

• **Extending **VkQueryType**:
  ◦ **VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT**

• **Extending **VkStructureType**:
  ◦ **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TRANSFORM_FEEDBACK_FEATURES_EXT**
  ◦ **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TRANSFORM_FEEDBACK_PROPERTIES_EXT**
  ◦ **VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_STATE_STREAM_CREATE_INFO_EXT**

**Issues**

1) Should we include pause/resume functionality?

**RESOLVED**: Yes, this is needed to ease layering other APIs which have this functionality. To pause use `vkCmdEndTransformFeedbackEXT` and provide valid buffer handles in the `pCounterBuffers` array and offsets in the `pCounterBufferOffsets` array for the implementation to save the resume points. Then to resume use `vkCmdBeginTransformFeedbackEXT` with the previous `pCounterBuffers` and `pCounterBufferOffsets` values. Between the pause and resume there needs to be a memory barrier for the counter buffers with a source access of `VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT` at pipeline stage `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT` to a destination access of `VK_ACCESS_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT` at pipeline stage `VK_PIPELINE_STAGE_TRANSFORM_FEEDBACK_BIT_EXT`.

2) How does this interact with multiview?

**RESOLVED**: Transform feedback cannot be made active in a render pass with multiview enabled.

3) How should queries be done?

**RESOLVED**: There is a new query type **VK_QUERY_TYPE_TRANSFORM_FEEDBACK_STREAM_EXT**. A query pool created with this type will capture 2 integers - `numPrimitivesWritten` and `numPrimitivesNeeded` - for the specified vertex stream output from the last pre-rasterization shader stage. The vertex stream output queried is zero by default, but can be specified with the new `vkCmdBeginQueryIndexedEXT` and `vkCmdEndQueryIndexedEXT` commands.
Version History

• Revision 1, 2018-10-09 (Piers Daniell)
  ◦ Internal revisions

List of Provisional Extensions

• VK_KHR_portability_subset
VK_KHR_portability_subset

Name String
VK_KHR_portability_subset

Extension Type
Device extension

Registered Extension Number
164

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or Version 1.1

• This is a provisional extension and must be used with caution. See the description of provisional header files for enablement and stability details.

Contact
• Bill Hollings billhollings

Other Extension Metadata

Last Modified Date
2020-07-21

IP Status
No known IP claims.

Contributors
• Bill Hollings, The Brenwill Workshop Ltd.
• Daniel Koch, NVIDIA
• Dzmitry Malyshau, Mozilla
• Chip Davis, CodeWeavers
• Dan Ginsburg, Valve
• Mike Weiblen, LunarG
• Neil Trevett, NVIDIA
• Alexey Knyazev, Independent
Description

The **VK_KHR_portability_subset** extension allows a non-conformant Vulkan implementation to be built on top of another non-Vulkan graphics API, and identifies differences between that implementation and a fully-conformant native Vulkan implementation.

This extension provides Vulkan implementations with the ability to mark otherwise-required capabilities as unsupported, or to establish additional properties and limits that the application should adhere to in order to guarantee portable behavior and operation across platforms, including platforms where Vulkan is not natively supported.

The goal of this specification is to document, and make queryable, capabilities which are required to be supported by a fully-conformant Vulkan 1.0 implementation, but may be optional for an implementation of the Vulkan 1.0 Portability Subset.

The intent is that this extension will be advertised only on implementations of the Vulkan 1.0 Portability Subset, and not on conformant implementations of Vulkan 1.0. Fully-conformant Vulkan implementations provide all the required capabilities, and so will not provide this extension. Therefore, the existence of this extension can be used to determine that an implementation is likely not fully conformant with the Vulkan spec.

If this extension is supported by the Vulkan implementation, the application must enable this extension.

This extension defines several new structures that can be chained to the existing structures used by certain standard Vulkan calls, in order to query for non-conformant portable behavior.

**New Structures**

- Extending **VkPhysicalDeviceFeatures2, VkDeviceCreateInfo**:
  - **VkPhysicalDevicePortabilitySubsetFeaturesKHR**
- Extending **VkPhysicalDeviceProperties2**:
  - **VkPhysicalDevicePortabilitySubsetPropertiesKHR**

**New Enum Constants**

- **VK_KHR_PORTABILITY_SUBSET_EXTENSION_NAME**
- **VK_KHR_PORTABILITY_SUBSET_SPEC_VERSION**
- Extending **VkStructureType**:
  - **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PORTABILITY_SUBSET_FEATURES_KHR**
  - **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PORTABILITY_SUBSET_PROPERTIES_KHR**

**Issues**

None.
Version History

- Revision 1, 2020-07-21 (Bill Hollings)
  - Initial draft.

List of Deprecated Extensions

- VK_KHR_16bit_storage
- VK_KHR_8bit_storage
- VK_KHR_bind_memory2
- VK_KHR_buffer_device_address
- VK_KHR_copy_commands2
- VK_KHR_create_renderpass2
- VK_KHR_dedicated_allocation
- VK_KHR_depth_stencil_resolve
- VK_KHR_descriptor_update_template
- VK_KHR_device_group
- VK_KHR_device_group_creation
- VK_KHR_draw_indirect_count
- VK_KHR_driver_properties
- VK_KHR_dynamic_rendering
- 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_format_feature_flags2
- VK_KHR_get_memory_requirements2
- VK_KHR_get_physical_device_properties2
- VK_KHR_image_format_list
- VK_KHR_imageless_framebuffer
- VK_KHR_maintenance1
- VK_KHR_maintenance2
- VK_KHR_maintenance3
- VK_KHR_maintenance4
• VK_KHR_multiview
• VK_KHR_relaxed_block_layout
• VK_KHR_sampler_mirror_clamp_to_edge
• VK_KHR_sampler_ycbcr_conversion
• VK_KHR_separate_depthStencil_layouts
• VK_KHR_shader_atomic_int64
• VK_KHR_shader_draw_parameters
• VK_KHR_shader_float16_int8
• VK_KHR_shader_float_controls
• VK_KHR_shader_integer_dot_product
• VK_KHR_shader_non_semantic_info
• VK_KHR_shader_subgroup_extended_types
• VK_KHR_shader_terminate_invocation
• VK_KHR_spirv_1_4
• VK_KHR_storage_buffer_storage_class
• VK_KHR_synchronization2
• VK_KHR_timeline_semaphore
• VK_KHR_uniform_buffer_standard_layout
• VK_KHR_variable_pointers
• VK_KHR_vulkan_memory_model
• VK_KHR_zero_initialize_workgroup_memory
• VK_EXT_load_store_op_none
VK_KHR_16bit_storage

Name String
VK_KHR_16bit_storage

Extension Type
Device extension

Registered Extension Number
84

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
and
VK_KHR_storage_buffer_storage_class
or
Version 1.1

SPIR-V Dependencies
• SPV_KHR_16bit_storage

Deprecation State
• Promoted to Vulkan 1.1

Contact
• Jan-Harald Fredriksen janharaldfredriksen-arm

Other Extension Metadata

Last Modified Date
2017-09-05

IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GL_EXT_shader_16bit_storage

Contributors
• Alexander Galazin, ARM
• Jan-Harald Fredriksen, ARM
• Joerg Wagner, ARM
Description

The VK_KHR_16bit_storage extension allows use of 16-bit types in shader input and output interfaces, and push constant blocks. This extension introduces several new optional features which map to SPIR-V capabilities and allow access to 16-bit data in Block-decorated objects in the Uniform and the StorageBuffer storage classes, and objects in the PushConstant storage class. This extension allows 16-bit variables to be declared and used as user-defined shader inputs and outputs but does not change location assignment and component assignment rules.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. However, if Vulkan 1.1 is supported and this extension is not, the storageBuffer16BitAccess capability is optional. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDevice16BitStorageFeaturesKHR

New Enum Constants

- VK_KHR_16BIT_STORAGE_EXTENSION_NAME
- VK_KHR_16BIT_STORAGE_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES_KHR

New SPIR-V Capabilities

- StorageBuffer16BitAccess
- UniformAndStorageBuffer16BitAccess
- StoragePushConstant16
- StorageInputOutput16

Version History

- Revision 1, 2017-03-23 (Alexander Galazin)
  - Initial draft
**VK_KHR_8bit_storage**

**Name String**

VK_KHR_8bit_storage

**Extension Type**

Device extension

**Registered Extension Number**

178

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2
and
VK_KHR_storage_buffer_storage_class
or
Version 1.1

**SPIR-V Dependencies**

• SPV_KHR_8bit_storage

**Deprecation State**

• Promoted to Vulkan 1.2

**Contact**

• Alexander Galazin @alegal-arm

**Other Extension Metadata**

**Last Modified Date**

2018-02-05

**Interactions and External Dependencies**

• This extension provides API support for GL_EXT_shader_16bit_storage

**IP Status**

No known IP claims.

**Contributors**

• Alexander Galazin, Arm

**Description**

The VK_KHR_8bit_storage extension allows use of 8-bit types in uniform and storage buffers, and
push constant blocks. This extension introduces several new optional features which map to SPIR-V capabilities and allow access to 8-bit data in Block-decorated objects in the Uniform and the StorageBuffer storage classes, and objects in the PushConstant storage class.

The StorageBuffer8BitAccess capability must be supported by all implementations of this extension. The other capabilities are optional.

Promotion to Vulkan 1.2

Functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. However, if Vulkan 1.2 is supported and this extension is not, the StorageBuffer8BitAccess capability is optional. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDevice8BitStorageFeaturesKHR

New Enum Constants

- VK_KHR_8BIT_STORAGE_EXTENSION_NAME
- VK_KHR_8BIT_STORAGE_SPEC_VERSION

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_8BIT_STORAGE_FEATURES_KHR

New SPIR-V Capabilities

- StorageBuffer8BitAccess
- UniformAndStorageBuffer8BitAccess
- StoragePushConstant8

Version History

- Revision 1, 2018-02-05 (Alexander Galazin)
  - Initial draft

VK_KHR_bind_memory2

Name String

VK_KHR_bind_memory2

Extension Type

Device extension

Registered Extension Number

158
Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
None

Deprecation State
• Promoted to Vulkan 1.1

Contact
• Tobias Hector @tobski

Other Extension Metadata

Last Modified Date
2017-09-05

IP Status
No known IP claims.

Contributors
• Jeff Bolz, NVIDIA
• Tobias Hector, Imagination Technologies

Description
This extension provides versions of `vkBindBufferMemory` and `vkBindImageMemory` that allow multiple bindings to be performed at once, and are extensible.

This extension also introduces `VK_IMAGE_CREATE_ALIAS_BIT_KHR`, which allows “identical” images that alias the same memory to interpret the contents consistently, even across image layout changes.

Promotion to Vulkan 1.1
All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands
• `vkBindBufferMemory2KHR`
• `vkBindImageMemory2KHR`

New Structures
• `VkBindBufferMemoryInfoKHR`
• `VkBindImageMemoryInfoKHR`
New Enum Constants

- VK_KHR_BIND_MEMORY_2_EXTENSION_NAME
- VK_KHR_BIND_MEMORY_2_SPEC_VERSION

Extending VkImageCreateFlagBits:
- VK_IMAGE_CREATE_ALIAS_BIT_KHR

Extending VkStructureType:
- VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_INFO_KHR
- VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_INFO_KHR

Version History

- Revision 1, 2017-05-19 (Tobias Hector)
  - Pulled bind memory functions into their own extension

VK_KHR_buffer_device_address

Name String

VK_KHR_buffer_device_address

Extension Type

Device extension

Registered Extension Number

258

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

- VK_KHR_get_physical_device_properties2
  - and
    - VK_KHR_device_group
  - or
    - Version 1.1

SPIR-V Dependencies

- SPV_KHR_physical_storage_buffer

Deprecation State

- Promoted to Vulkan 1.2

Contact

- Jeff Bolz (@jeffbolznv)
Other Extension Metadata

Last Modified Date
2019-06-24

IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GL_EXT_buffer_reference and GL_EXT_buffer_reference2 and GL_EXT_buffer_reference_uvec2

Contributors
• Jeff Bolz, NVIDIA
• Neil Henning, AMD
• Tobias Hector, AMD
• Faith Ekstrand, Intel
• Baldur Karlsson, Valve
• Jan-Harald Fredriksen, Arm

Description
This extension allows the application to query a 64-bit buffer device address value for a buffer, which can be used to access the buffer memory via the PhysicalStorageBuffer storage class in the GL_EXT_buffer_reference GLSL extension and SPV_KHR_physical_storage_buffer SPIR-V extension.

Another way to describe this extension is that it adds “pointers to buffer memory in shaders”. By calling vkGetBufferDeviceAddress with a VkBuffer, it will return a VkDeviceAddress value which represents the address of the start of the buffer.

vkGetBufferOpaqueCaptureAddress and vkGetDeviceMemoryOpaqueCaptureAddress allow opaque addresses for buffers and memory objects to be queried for the current process. A trace capture and replay tool can then supply these addresses to be used at replay time to match the addresses used when the trace was captured. To enable tools to insert these queries, new memory allocation flags must be specified for memory objects that will be bound to buffers accessed via the PhysicalStorageBuffer storage class. Note that this mechanism is intended only to support capture/replay tools, and is not recommended for use in other applications.

Promotion to Vulkan 1.2
All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. However, if Vulkan 1.2 is supported and this extension is not, the bufferDeviceAddress feature is optional. The original type, enum and command names are still available as aliases of the core functionality.

Promotion to Vulkan 1.3
Support for the bufferDeviceAddress feature is mandatory in Vulkan 1.3, regardless of whether this
extension is supported.

New Commands

- `vkGetBufferDeviceAddressKHR`
- `vkGetBufferOpaqueCaptureAddressKHR`
- `vkGetDeviceMemoryOpaqueCaptureAddressKHR`

New Structures

- `VkBufferDeviceAddressInfoKHR`
- `VkDeviceMemoryOpaqueCaptureAddressInfoKHR`
- Extending `VkBufferCreateInfo`:
  - `VkBufferOpaqueCaptureAddressCreateInfoKHR`
- Extending `VkMemoryAllocateInfo`:
  - `VkMemoryOpaqueCaptureAddressAllocateInfoKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceBufferDeviceAddressFeaturesKHR`

New Enum Constants

- `VK_KHR_BUFFER_DEVICE_ADDRESS_EXTENSION_NAME`
- `VK_KHR_BUFFER_DEVICE_ADDRESS_SPEC_VERSION`
- Extending `VkBufferCreateFlagBits`:
  - `VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR`
- Extending `VkBufferUsageFlagBits`:
  - `VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT_KHR`
- Extending `VkMemoryAllocateFlagBits`:
  - `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT_KHR`
  - `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT_KHR`
- Extending `VkResult`:
  - `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS_KHR`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_BUFFER_DEVICE_ADDRESS_INFO_KHR`
  - `VK_STRUCTURE_TYPE_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_DEVICE_MEMORY_OPAQUE_CAPTURE_ADDRESS_INFO_KHR`
  - `VK_STRUCTURE_TYPE_MEMORY_OPAQUE_CAPTURE_ADDRESS_ALLOCATE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BUFFER_DEVICE_ADDRESS_FEATURES_KHR`
New SPIR-V Capabilities

- PhysicalStorageBufferAddresses

Version History

- Revision 1, 2019-06-24 (Jan-Harald Fredriksen)
  - Internal revisions based on VK_EXT_buffer_device_address

`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
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_create_renderpass2`

Name String

`VK_KHR_create_renderpass2`

Extension Type

Device extension

Registered Extension Number

110

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

- `VK_KHR_multiview`
- `VK_KHR_maintenance2`
  or
- `Version 1.1`
Description

This extension provides a new entry point to create render passes in a way that can be easily extended by other extensions through the substructures of render pass creation. The Vulkan 1.0 render pass creation sub-structures do not include \texttt{sType/pNext} members. Additionally, the render pass begin/next/end commands have been augmented with new extensible structures for passing additional subpass information.

The \texttt{VkRenderPassMultiviewCreateInfo} and \texttt{VkInputAttachmentAspectReference} structures that extended the original \texttt{VkRenderPassCreateInfo} are not accepted into the new creation functions, and instead their parameters are folded into this extension as follows:

- Elements of \texttt{VkRenderPassMultiviewCreateInfo::pViewMasks} are now specified in \texttt{VkSubpassDescription2KHR::viewMask}.
- Elements of \texttt{VkRenderPassMultiviewCreateInfo::pViewOffsets} are now specified in \texttt{VkSubpassDependency2KHR::viewOffset}.
- \texttt{VkRenderPassMultiviewCreateInfo::correlationMaskCount} and \texttt{VkRenderPassMultiviewCreateInfo::pCorrelationMasks} are directly specified in \texttt{VkRenderPassCreateInfo2KHR}.
- \texttt{VkInputAttachmentAspectReference::aspectMask} is now specified in the relevant input attachment reference in \texttt{VkAttachmentReference2KHR::aspectMask}.

The details of these mappings are explained fully in the new structures.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

- \texttt{vkCmdBeginRenderPass2KHR}
- \texttt{vkCmdEndRenderPass2KHR}
• vkCmdNextSubpass2KHR
• vkCreateRenderPass2KHR

New Structures
• VkAttachmentDescription2KHR
• VkAttachmentReference2KHR
• VkRenderPassCreateInfo2KHR
• VkSubpassBeginInfoKHR
• VkSubpassDependency2KHR
• VkSubpassDescription2KHR
• VkSubpassEndInfoKHR

New Enum Constants
• VK_KHR_CREATE_RENDERPASS_2_EXTENSION_NAME
• VK_KHR_CREATE_RENDERPASS_2_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2_KHR
  ◦ VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2_KHR
  ◦ VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2_KHR
  ◦ VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2_KHR
  ◦ VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2_KHR
  ◦ VK_STRUCTURE_TYPE_SUBPASS_END_INFO_KHR

Version History
• Revision 1, 2018-02-07 (Tobias Hector)
  ◦ Internal revisions

VK_KHR_dedicated_allocation

Name String
  VK_KHR_dedicated_allocation

Extension Type
  Device extension

Registered Extension Number
  128
Revision
3

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_memory_requirements2
or
Version 1.1

Deprecation State
• Promoted to Vulkan 1.1

Contact
• James Jones 

Other Extension Metadata

Last Modified Date
2017-09-05

IP Status
No known IP claims.

Contributors
• Jeff Bolz, NVIDIA
• Faith Ekstrand, Intel

Description
This extension enables resources to be bound to a dedicated allocation, rather than suballocated. For any particular resource, applications can query whether a dedicated allocation is recommended, in which case using a dedicated allocation may improve the performance of access to that resource. Normal device memory allocations must support multiple resources per allocation, memory aliasing and sparse binding, which could interfere with some optimizations. Applications should query the implementation for when a dedicated allocation may be beneficial by adding a VkMemoryDedicatedRequirementsKHR structure to the pNext chain of the VkMemoryRequirements2 structure passed as the pMemoryRequirements parameter of a call to vkGetBufferMemoryRequirements2 or vkGetImageMemoryRequirements2. Certain external handle types and external images or buffers may also depend on dedicated allocations on implementations that associate image or buffer metadata with OS-level memory objects.

This extension adds a two small structures to memory requirements querying and memory allocation: a new structure that flags whether an image/buffer should have a dedicated allocation, and a structure indicating the image or buffer that an allocation will be bound to.
Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending VkMemoryAllocateInfo:
  - VkMemoryDedicatedAllocateInfoKHR
- Extending VkMemoryRequirements2:
  - VkMemoryDedicatedRequirementsKHR

New Enum Constants

- VK_KHR_DEDICATED_ALLOCATION_EXTENSION_NAME
- VK_KHR_DEDICATED_ALLOCATION_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO_KHR
  - VK_STRUCTURE_TYPE_MEMORY_DEDICATED_REQUIREMENTS_KHR

Examples

```c
// Create an image with a dedicated allocation based on the implementation's preference

VkImageCreateInfo imageCreateInfo = 
{
    // Image creation parameters
};

VkImage image;
VkResult result = vkCreateImage(
    device,
    &imageCreateInfo,
    NULL, // pAllocator
    &image);

VkMemoryDedicatedRequirementsKHR dedicatedRequirements = 
{
    .sType = VK_STRUCTURE_TYPE_MEMORY_DEDICATED_REQUIREMENTS_KHR,
    .pNext = NULL,
};

VkMemoryRequirements2 memoryRequirements = 
{
    .sType = VK_STRUCTURE_TYPE_MEMORY_REQUIREMENTS_2,
    .pNext = &dedicatedRequirements,
};
```
const VkImageMemoryRequirementsInfo2 imageRequirementsInfo =
{
    .sType = VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2,
    .pNext = NULL,
    .image = image
};

vkGetImageMemoryRequirements2(
    device,
    &imageRequirementsInfo,
    &memoryRequirements);

if (dedicatedRequirements.prefersDedicatedAllocation) {
    // Allocate memory with VkMemoryDedicatedAllocateInfoKHR::image
    // pointing to the image we are allocating the memory for

    VkMemoryDedicatedAllocateInfoKHR dedicatedInfo =
    {
        .sType = VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO_KHR,
        .pNext = NULL,
        .image = image,
        .buffer = VK_NULL_HANDLE,
    };

    VkMemoryAllocateInfo memoryAllocateInfo =
    {
        .sType = VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO,
        .pNext = &dedicatedInfo,
        .allocationSize = memoryRequirements.size,
        .memoryTypeIndex = FindMemoryTypeIndex(memoryRequirements.memoryTypeBits),
    };

    VkDeviceMemory memory;
    vkAllocateMemory(
        device,
        &memoryAllocateInfo,
        NULL, // pAllocator
        &memory);

    // Bind the image to the memory

    vkBindImageMemory(
        device,
        image,
        memory,
        0);
} else {
    // Take the normal memory sub-allocation path
Version History

- Revision 1, 2017-02-27 (James Jones)
  ◦ Copy content from VK_NV_dedicated_allocation
  ◦ Add some references to external object interactions to the overview.
- Revision 2, 2017-03-27 (Faith Ekstrand)
  ◦ Rework the extension to be query-based
- Revision 3, 2017-07-31 (Faith Ekstrand)
  ◦ Clarify that memory objects allocated with VkMemoryDedicatedAllocateInfoKHR can only have the specified resource bound and no others.

VK_KHR_depth_stencil_resolve

Name String

VK_KHR_depth_stencil_resolve

Extension Type

Device extension

Registered Extension Number

200

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_create_renderpass2
  or
  Version 1.2

Deprecation State

- Promoted to Vulkan 1.2

Contact

- Jan-Harald Fredriksen janharald

Other Extension Metadata

Last Modified Date

2018-04-09
Contributors

- Jan-Harald Fredriksen, Arm
- Andrew Garrard, Samsung Electronics
- Soowan Park, Samsung Electronics
- Jeff Bolz, NVIDIA
- Daniel Rakos, AMD

Description

This extension adds support for automatically resolving multisampled depth/stencil attachments in a subpass in a similar manner as for color attachments.

Multisampled color attachments can be resolved at the end of a subpass by specifying `pResolveAttachments` entries corresponding to the `pColorAttachments` array entries. This does not allow for a way to map the resolve attachments to the depth/stencil attachment. The `vkCmdResolveImage` command does not allow for depth/stencil images. While there are other ways to resolve the depth/stencil attachment, they can give sub-optimal performance. Extending the `VkSubpassDescription2` in this extension allows an application to add a `pDepthStencilResolveAttachment`, that is similar to the color `pResolveAttachments`, that the `pDepthStencilAttachment` can be resolved into.

Depth and stencil samples are resolved to a single value based on the resolve mode. The set of possible resolve modes is defined in the `VkResolveModeFlagBits` enum. The `VK_RESOLVE_MODE_SAMPLE_ZERO_BIT` mode is the only mode that is required of all implementations (that support the extension or support Vulkan 1.2 or higher). Some implementations may also support averaging (the same as color sample resolve) or taking the minimum or maximum sample, which may be more suitable for depth/stencil resolve.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceDepthStencilResolvePropertiesKHR`
- Extending `VkSubpassDescription2`:
  - `VkSubpassDescriptionDepthStencilResolveKHR`

New Enums

- `VkResolveModeFlagBitsKHR`

New Bitmasks

- `VkResolveModeFlagsKHR`
New Enum Constants

- `VK_KHR_DEPTH_STENCIL_RESOLVE_EXTENSION_NAME`
- `VK_KHR_DEPTH_STENCIL_RESOLVE_SPEC_VERSION`

Extending `VkResolveModeFlagBits`:

- `VK_RESOLVE_MODE_AVERAGE_BIT_KHR`
- `VK_RESOLVE_MODE_MAX_BIT_KHR`
- `VK_RESOLVE_MODE_MIN_BIT_KHR`
- `VK_RESOLVE_MODE_NONE_KHR`
- `VK_RESOLVE_MODE_SAMPLE_ZERO_BIT_KHR`

Extending `VkStructureType`:

- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_STENCIL_RESOLVE_PROPERTIES_KHR`
- `VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE_KHR`

Version History

- Revision 1, 2018-04-09 (Jan-Harald Fredriksen)
  - Initial revision

**VK_KHR_descriptor_update_template**

Name String

- `VK_KHR_descriptor_update_template`

Extension Type

- Device extension

Registered Extension Number

- 86

Revision

- 1

Ratification Status

- Ratified

Extension and Version Dependencies

- None

API Interactions

- Interacts with `VK_EXT_debug_report`
- Interacts with `VK_KHR_push_descriptor`
Deprecation State
• *Promoted* to **Vulkan 1.1**

Contact
• Markus Tavenrath [mtavenrath](mailto:mtavenrath)

Other Extension Metadata

Last Modified Date
2017-09-05

IP Status
No known IP claims.

Interactions and External Dependencies
• Interacts with **VK_KHR_push_descriptor**

Contributors
• Jeff Bolz, NVIDIA
• Michael Worcester, Imagination Technologies

Description
Applications may wish to update a fixed set of descriptors in a large number of descriptor sets very frequently, i.e. during initialization phase or if it is required to rebuild descriptor sets for each frame. For those cases it is also not unlikely that all information required to update a single descriptor set is stored in a single struct. This extension provides a way to update a fixed set of descriptors in a single **VkDescriptorSet** with a pointer to a user defined data structure describing the new descriptors.

**Promotion to Vulkan 1.1**

**vkCmdPushDescriptorSetWithTemplateKHR** is included as an interaction with **VK_KHR_push_descriptor**. If Vulkan 1.1 and **VK_KHR_push_descriptor** are supported, this is included by **VK_KHR_push_descriptor**.

The base functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Object Types
• **VkDescriptorUpdateTemplateKHR**

New Commands
• **vkCreateDescriptorUpdateTemplateKHR**
• **vkDestroyDescriptorUpdateTemplateKHR**
• **vkUpdateDescriptorSetWithTemplateKHR**
If `VK_KHR_push_descriptor` is supported:

- `vkCmdPushDescriptorSetWithTemplateKHR`

**New Structures**
- `VkDescriptorUpdateTemplateCreateInfoKHR`
- `VkDescriptorUpdateTemplateEntryKHR`

**New Enums**
- `VkDescriptorUpdateTemplateTypeKHR`

**New Bitmasks**
- `VkDescriptorUpdateTemplateCreateFlagsKHR`

**New Enum Constants**
- `VK_KHR_DESCRIPTOR_UPDATE_TEMPLATE_EXTENSION_NAME`
- `VK_KHR_DESCRIPTOR_UPDATE_TEMPLATE_SPEC_VERSION`
- Extending `VkDescriptorUpdateTemplateType`:
  - `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_DESCRIPTOR_SET_KHR`
- Extending `VkObjectType`:
  - `VK_OBJECT_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_KHR`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO_KHR`

If `VK_KHR_push_descriptor` is supported:

- Extending `VkDescriptorUpdateTemplateType`:
  - `VK_DESCRIPTOR_UPDATE_TEMPLATE_TYPE_PUSH_DESCRIPTORS_KHR`

**Version History**

- Revision 1, 2016-01-11 (Markus Tavenrath)
  - Initial draft

**VK_KHR_device_group**

**Name String**

`VK_KHR_device_group`

**Extension Type**

Device extension
This extension provides functionality to use a logical device that consists of multiple physical devices, as created with the `VK_KHR_device_group_creation` extension. A device group can allocate memory across the subdevices, bind memory from one subdevice to a resource on another subdevice, record command buffers where some work executes on an arbitrary subset of the subdevices, and potentially present a swapchain image from one or more subdevices.
Promotion to Vulkan 1.1

The following enums, types and commands are included as interactions with `VK_KHR_swapchain`:

- `VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR`
- `VK_STRUCTURE_TYPE_IMAGE_SWAPCHAIN_CREATE_INFO_KHR`
- `VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_SWAPCHAIN_INFO_KHR`
- `VK_STRUCTURE_TYPE_ACQUIRE_NEXT_IMAGE_INFO_KHR`
- `VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_INFO_KHR`
- `VK_STRUCTURE_TYPE_DEVICE_GROUP_SWAPCHAIN_CREATE_INFO_KHR`
- `VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR`
- `VkDeviceGroupPresentModeFlagBitsKHR`
- `VkDeviceGroupPresentCapabilitiesKHR`
- `VkImageSwapchainCreateInfoKHR`
- `VkBindImageMemorySwapchainInfoKHR`
- `VkAcquireNextImageInfoKHR`
- `VkDeviceGroupPresentInfoKHR`
- `VkDeviceGroupSwapchainCreateInfoKHR`
- `vkGetDeviceGroupPresentCapabilitiesKHR`
- `vkGetDeviceGroupSurfacePresentModesKHR`
- `vkGetPhysicalDevicePresentRectanglesKHR`
- `vkAcquireNextImage2KHR`

If Vulkan 1.1 and `VK_KHR_swapchain` are supported, these are included by `VK_KHR_swapchain`.

The base functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

**New Commands**

- `vkCmdDispatchBaseKHR`
- `vkCmdSetDeviceMaskKHR`
- `vkGetDeviceGroupPeerMemoryFeaturesKHR`

If `VK_KHR_surface` is supported:

- `vkGetDeviceGroupPresentCapabilitiesKHR`
- `vkGetDeviceGroupSurfacePresentModesKHR`
- `vkGetPhysicalDevicePresentRectanglesKHR`

If `VK_KHR_swapchain` is supported:
New Structures

- Extending `VkBindSparseInfo`:
  - `VkDeviceGroupBindSparseInfoKHR`

- Extending `VkCommandBufferBeginInfo`:
  - `VkDeviceGroupCommandBufferBeginInfoKHR`

- Extending `VkMemoryAllocateInfo`:
  - `VkMemoryAllocateFlagsInfoKHR`

- Extending `VkRenderPassBeginInfo`, `VkRenderingInfo`:
  - `VkDeviceGroupRenderPassBeginInfoKHR`

- Extending `VkSubmitInfo`:
  - `VkDeviceGroupSubmitInfoKHR`

If `VK_KHR_bind_memory2` is supported:

- Extending `VkBindBufferMemoryInfo`:
  - `VkBindBufferMemoryDeviceGroupInfoKHR`

- Extending `VkBindImageMemoryInfo`:
  - `VkBindImageMemoryDeviceGroupInfoKHR`

If `VK_KHR_surface` is supported:

- `VkDeviceGroupPresentCapabilitiesKHR`

If `VK_KHR_swapchain` is supported:

- `VkAcquireNextImageInfoKHR`

- Extending `VkBindImageMemoryInfo`:
  - `VkBindImageMemorySwapchainInfoKHR`

- Extending `VkImageCreateInfo`:
  - `VkImageSwapchainCreateInfoKHR`

- Extending `VkPresentInfoKHR`:
  - `VkDeviceGroupPresentInfoKHR`

- Extending `VkSwapchainCreateInfoKHR`:
  - `VkDeviceGroupSwapchainCreateInfoKHR`

New Enums

- `VkMemoryAllocateFlagBitsKHR`
- `VkPeerMemoryFeatureFlagBitsKHR`
If `VK_KHR_surface` is supported:

- `VkDeviceGroupPresentModeFlagBitsKHR`

**New Bitmasks**

- `VkMemoryAllocateFlagsKHR`
- `VkPeerMemoryFeatureFlagsKHR`

If `VK_KHR_surface` is supported:

- `VkDeviceGroupPresentModeFlagsKHR`

**New Enum Constants**

- `VK_KHR_DEVICE_GROUP_EXTENSION_NAME`
- `VK_KHR_DEVICE_GROUP_SPEC_VERSION`

**Extending `VkDependencyFlagBits`:**

- `VK_DEPENDENCY_DEVICE_GROUP_BIT_KHR`

**Extending `VkMemoryAllocateFlagBits`:**

- `VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT_KHR`

**Extending `VkPeerMemoryFeatureFlagBits`:**

- `VK_PEER_MEMORY_FEATURE_COPY_DST_BIT_KHR`
- `VK_PEER_MEMORY_FEATURE_COPY_SRC_BIT_KHR`
- `VK_PEER_MEMORY_FEATURE_GENERIC_DST_BIT_KHR`
- `VK_PEER_MEMORY_FEATURE_GENERIC_SRC_BIT_KHR`

**Extending `VkPipelineCreateFlagBits`:**

- `VK_PIPELINE_CREATE_DISPATCH_BASE_KHR`
- `VK_PIPELINE_CREATE_VIEW_INDEX_FROM_DEVICE_INDEX_BIT_KHR`

**Extending `VkStructureType`:**

- `VK_STRUCTURE_TYPE_DEVICE_GROUP_BIND_SPARSE_INFO_KHR`
- `VK_STRUCTURE_TYPE_DEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO_KHR`
- `VK_STRUCTURE_TYPE_DEVICE_GROUP_RENDER_PASS_BEGIN_INFO_KHR`
- `VK_STRUCTURE_TYPE_DEVICE_GROUP_SUBMIT_INFO_KHR`
- `VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_FLAGS_INFO_KHR`

If `VK_KHR_bind_memory2` is supported:

**Extending `VkImageCreateFlagBits`:**

- `VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR`

**Extending `VkStructureType`:**

- `VK_STRUCTURE_TYPE_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_INFO_KHR`
If `VK_KHR_surface` is supported:

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR`

If `VK_KHR_swapchain` 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_INFO_KHR`
  - `VK_STRUCTURE_TYPE_DEVICE_GROUP_SWAPCHAIN_CREATE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_IMAGE_SWAPCHAIN_CREATE_INFO_KHR`

- Extending `VkSwapchainCreateFlagBitsKHR`:
  - `VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR`

**New Built-in Variables**

- `DeviceIndex`

**New SPIR-V Capabilities**

- `DeviceGroup`

**Version History**

- Revision 1, 2016-10-19 (Jeff Bolz)
  - Internal revisions

- Revision 2, 2017-05-19 (Tobias Hector)
  - Removed extended memory bind functions to `VK_KHR_bind_memory2`, added dependency on that extension, and device-group-specific structs for those functions.

- Revision 3, 2017-10-06 (Ian Elliott)
  - Corrected Vulkan 1.1 interactions with the WSI extensions. All Vulkan 1.1 WSI interactions are with the `VK_KHR_swapchain` extension.

- Revision 4, 2017-10-10 (Jeff Bolz)
  - Rename “SFR” bits and structure members to use the phrase “split instance bind regions”.

**VK_KHR_device_group_creation**
**Name String**

VK_KHR_device_group_creation

**Extension Type**

Instance extension

**Registered Extension Number**

71

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

None

**Deprecation State**

- *Promoted to* Vulkan 1.1

**Contact**

- Jeff Bolz [jeffbolznv](mailto:jeffbolznv)

**Other Extension Metadata**

**Last Modified Date**

2016-10-19

**IP Status**

No known IP claims.

**Contributors**

- Jeff Bolz, NVIDIA

**Description**

This extension provides instance-level commands to enumerate groups of physical devices, and to create a logical device from a subset of one of those groups. Such a logical device can then be used with new features in the VK_KHR_device_group extension.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

**New Commands**

- vkEnumeratePhysicalDeviceGroupsKHR
New Structures

- VkPhysicalDeviceGroupPropertiesKHR
- Extending VkDeviceCreateInfo:
  - VkDeviceGroupDeviceCreateInfoKHR

New Enum Constants

- VK_KHR_DEVICE_GROUP_CREATION_EXTENSION_NAME
- VK_KHR_DEVICE_GROUP_CREATION_SPEC_VERSION
- VK_MAX_DEVICE_GROUP_SIZE_KHR
- Extending VkMemoryHeapFlagBits:
  - VK_MEMORY_HEAP_MULTI_INSTANCE_BIT_KHR
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO_KHR
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES_KHR

Examples

```c
VkDeviceCreateInfo devCreateInfo = { VK_STRUCTURE_TYPE_DEVICE_CREATE_INFO }; // (not shown) fill out devCreateInfo as usual.
uint32_t deviceGroupCount = 0;
VkPhysicalDeviceGroupPropertiesKHR *props = NULL;

// Query the number of device groups
vkEnumeratePhysicalDeviceGroupsKHR(g_vkInstance, &deviceGroupCount, NULL);

// Allocate and initialize structures to query the device groups
props = (VkPhysicalDeviceGroupPropertiesKHR *)malloc(deviceGroupCount*sizeof(VkPhysicalDeviceGroupPropertiesKHR));
for (i = 0; i < deviceGroupCount; ++i) {
    props[i].sType = VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES_KHR;
    props[i].pNext = NULL;
}
vkEnumeratePhysicalDeviceGroupsKHR(g_vkInstance, &deviceGroupCount, props);

// If the first device group has more than one physical device. create
// a logical device using all of the physical devices.
VkDeviceGroupDeviceCreateInfoKHR deviceGroupInfo = {
    VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO_KHR };
if (props[0].physicalDeviceCount > 1) {
    deviceGroupInfo.physicalDeviceCount = props[0].physicalDeviceCount;
    deviceGroupInfo.pPhysicalDevices = props[0].physicalDevices;
    devCreateInfo.pNext = &deviceGroupInfo;
}
```
vkCreateDevice(props[0].physicalDevices[0], &devCreateInfo, NULL, &g_vkDevice);
free(props);

Version History
• Revision 1, 2016-10-19 (Jeff Bolz)
  ◦ Internal revisions

VK_KHR_draw_indirect_count

Name String
  VK_KHR_draw_indirect_count

Extension Type
  Device extension

Registered Extension Number
  170

Revision
  1

Ratification Status
  Ratified

Extension and Version Dependencies
  None

Deprecation State
  • Promoted to Vulkan 1.2

Contact
  • Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date
  2017-08-25

IP Status
  No known IP claims.

Contributors
  • Matthaeus G. Chajdas, AMD
  • Derrick Owens, AMD
  • Graham Sellers, AMD
  • Daniel Rakos, AMD
Description

This extension is based on the `VK_AMD_draw_indirect_count` extension. This extension allows an application to source the number of draws for indirect drawing calls from a buffer.

Applications might want to do culling on the GPU via a compute shader prior to drawing. This enables the application to generate an arbitrary number of drawing commands and execute them without host intervention.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. However, if Vulkan 1.2 is supported and this extension is not, the entry points `vkCmdDrawIndirectCountKHR` and `vkCmdDrawIndexedIndirectCountKHR` are optional. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

- `vkCmdDrawIndexedIndirectCountKHR`
- `vkCmdDrawIndirectCountKHR`

New Enum Constants

- `VK_KHR_DRAW_INDIRECT_COUNT_EXTENSION_NAME`
- `VK_KHR_DRAW_INDIRECT_COUNT_SPEC_VERSION`

Version History

- Revision 1, 2017-08-25 (Piers Daniell)
  - Initial draft based on `VK_AMD_draw_indirect_count`

VK_KHR_driver_properties

Name String

`VK_KHR_driver_properties`

Extension Type

Device extension

Registered Extension Number

197

Revision

1
Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

Deprecation State
• Promoted to Vulkan 1.2

Contact
• Daniel Rakos drakos-amd

Other Extension Metadata

Last Modified Date
2018-04-11

IP Status
No known IP claims.

Contributors
• Baldur Karlsson
• Mattheus G. Chajdas, AMD
• Piers Daniell, NVIDIA
• Alexander Galazin, Arm
• Jesse Hall, Google
• Daniel Rakos, AMD

Description
This extension provides a new physical device query which allows retrieving information about the driver implementation, allowing applications to determine which physical device corresponds to which particular vendor's driver, and which conformance test suite version the driver implementation is compliant with.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures
• VkConformanceVersionKHR
• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceDriverPropertiesKHR
New Enums

- `VkDriverIdKHR`

New Enum Constants

- `VK_KHR_DRIVER_PROPERTIES_EXTENSION_NAME`
- `VK_KHR_DRIVER_PROPERTIES_SPEC_VERSION`
- `VK_MAX_DRIVER_INFO_SIZE_KHR`
- `VK_MAX_DRIVER_NAME_SIZE_KHR`
- Extending `VkDriverId`:
  - `VK_DRIVER_ID_AMD_OPEN_SOURCE_KHR`
  - `VK_DRIVER_ID_AMD_PROPRIETARY_KHR`
  - `VK_DRIVER_ID_ARM_PROPRIETARY_KHR`
  - `VK_DRIVER_ID_BROADCOM_PROPRIETARY_KHR`
  - `VK_DRIVER_ID_GGP_PROPRIETARY_KHR`
  - `VK_DRIVER_ID_GOOGLE_SWIFTSHADER_KHR`
  - `VK_DRIVER_ID_IMAGINATION_PROPRIETARY_KHR`
  - `VK_DRIVER_ID_INTEL_OPEN_SOURCE_MESA_KHR`
  - `VK_DRIVER_ID_INTEL_PROPRIETARY_WINDOWS_KHR`
  - `VK_DRIVER_ID_MESA_RADV_KHR`
  - `VK_DRIVER_ID_NVIDIA_PROPRIETARY_KHR`
  - `VK_DRIVER_ID_QUALCOMM_PROPRIETARY_KHR`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DRIVER_PROPERTIES_KHR`

Version History

- Revision 1, 2018-04-11 (Daniel Rakos)
  - Internal revisions

**VK_KHR_dynamic_rendering**

Name String

- `VK_KHR_dynamic_rendering`

Extension Type

- Device extension

Registered Extension Number

- 45
Ratification Status
Ratified

Extension and Version Dependencies
- VK_KHR_get_physical_device_properties2
- or
- Version 1.1
- and
- VK_KHR_depthStencilResolve
- or
- Version 1.2

API Interactions
- Interacts with VK_AMD_mixed_attachment_samples
- Interacts with VK_EXT_fragment_density_map
- Interacts with VK_KHR_fragment_shading_rate
- Interacts with VK_NVX_multiview_per_view_attributes
- Interacts with VK_NV_framebuffer_mixed_samples

Deprecation State
- Promoted to Vulkan 1.3

Contact
- Tobias Hector @tobski

Extension Proposal
- VK_KHR_dynamic_rendering

Other Extension Metadata

Last Modified Date
2021-10-06

Contributors
- Tobias Hector, AMD
- Arseny Kapoulkine, Roblox
- François Duranleau, Gameloft
- Stuart Smith, AMD
- Hai Nguyen, Google
- Jean-François Roy, Google
- Jeff Leger, Qualcomm
- Jan-Harald Fredriksen, Arm
Description

This extension allows applications to create single-pass render pass instances without needing to create render pass objects or framebuffers. Dynamic render passes can also span across multiple primary command buffers, rather than relying on secondary command buffers.

This extension also incorporates `VK_ATTACHMENT_STORE_OP_NONE_KHR` from `VK_QCOM_render_pass_store_ops`, enabling applications to avoid unnecessary synchronization when an attachment is not written during a render pass.

New Commands

- `vkCmdBeginRenderingKHR`
- `vkCmdEndRenderingKHR`

New Structures

- `VkRenderingAttachmentInfoKHR`
- `VkRenderingInfoKHR`
- Extending `VkCommandBufferInheritanceInfo`:
  - `VkCommandBufferInheritanceRenderingInfoKHR`
- Extending `VkGraphicsPipelineCreateInfo`:
  - `VkPipelineRenderingCreateInfoKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceDynamicRenderingFeaturesKHR`

If `VK_KHR_fragment_shading_rate` is supported:

- Extending `VkRenderingInfo`:
  - `VkRenderingFragmentShadingRateAttachmentInfoKHR`

New Enums

- `VkRenderingFlagBitsKHR`

New Bitmasks

- `VkRenderingFlagsKHR`
New Enum Constants

- VK_KHR_DYNAMIC_RENDERING_EXTENSION_NAME
- VK_KHR_DYNAMIC_RENDERING_SPEC_VERSION

Extending VkAttachmentStoreOp:
- VK_ATTACHMENT_STORE_OP_NONE_KHR

Extending VkStructureType:
- VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_RENDERING_INFO_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DYNAMIC_RENDERING_FEATURES_KHR
- VK_STRUCTURE_TYPE_PIPELINE_RENDERING_CREATE_INFO_KHR
- VK_STRUCTURE_TYPE_RENDERING_ATTACHMENT_INFO_KHR
- VK_STRUCTURE_TYPE_RENDERING_INFO_KHR

If VK_KHR_fragment_shading_rate is supported:

Extending VkPipelineCreateFlagBits:
- VK_PIPELINE_CREATE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR
- VK_PIPELINE_RASTERIZATION_STATE_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

Extending VkStructureType:
- VK_STRUCTURE_TYPE_RENDERING_FRAGMENT_SHADING_RATE_ATTACHMENT_INFO_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, 2021-10-06 (Tobias Hector)
  - Initial revision

VK_KHR_external_fence

Name String
VK_KHR_external_fence

Extension Type
Device extension

Registered Extension Number
114

Revision
1
Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_external_fence_capabilities

Deprecation State
• Promoted to Vulkan 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

Description
An application using external memory may wish to synchronize access to that memory using fences. This extension enables an application to create fences from which non-Vulkan handles that reference the underlying synchronization primitive can be exported.

Promotion to Vulkan 1.1
All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures
• Extending VkFenceCreateInfo:
  ◦ VkExportFenceCreateInfoKHR

New Enums
• VkFenceImportFlagBitsKHR
New Bitmasks

• `VkFenceImportFlagsKHR`

New Enum Constants

• `VK_KHR_EXTERNAL_FENCE_EXTENSION_NAME`
• `VK_KHR_EXTERNAL_FENCE_SPEC_VERSION`

• Extending `VkFenceImportFlagBits`:
  ◦ `VK_FENCE_IMPORT_TEMPORARY_BIT_KHR`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_EXPORT_FENCE_CREATE_INFO_KHR`

Issues

This extension borrows concepts, semantics, and language from `VK_KHR_external_semaphore`. That extension's issues apply equally to this extension.

Version History

• Revision 1, 2017-05-08 (Jesse Hall)
  ◦ Initial revision

`VK_KHR_external_fence_capabilities`

Name String

`VK_KHR_external_fence_capabilities`

Extension Type

Instance extension

Registered Extension Number

113

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

`VK_KHR_get_physical_device_properties2`

or

Version 1.1

Deprecation State

• Promoted to Vulkan 1.1
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_capabilities

Description
  An application may wish to reference device fences in multiple Vulkan logical devices or instances, in multiple processes, and/or in multiple APIs. This extension provides a set of capability queries and handle definitions that allow an application to determine what types of “external” fence handles an implementation supports for a given set of use cases.

Promotion to Vulkan 1.1
  All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands
  • vkGetPhysicalDeviceExternalFencePropertiesKHR

New Structures
  • VkExternalFencePropertiesKHR
  • VkPhysicalDeviceExternalFenceInfoKHR
  • Extending VkPhysicalDeviceProperties2:
    ◦ VkPhysicalDeviceIDPropertiesKHR

New Enums
  • VkExternalFenceFeatureFlagBitsKHR
  • VkExternalFenceHandleTypeFlagBitsKHR
New Bitmasks

- `VkExternalFenceFeatureFlagsKHR`
- `VkExternalFenceHandleTypeFlagsKHR`

New Enum Constants

- `VK_KHR_EXTERNAL_FENCE_CAPABILITIES_EXTENSION_NAME`
- `VK_KHR_EXTERNAL_FENCE_CAPABILITIES_SPEC_VERSION`
- `VK_LUID_SIZE_KHR`

Extending `VkExternalFenceFeatureFlagBits`:
- `VK_EXTERNAL_FENCE_FEATURE_EXPORTABLE_BIT_KHR`
- `VK_EXTERNAL_FENCE_FEATURE_IMPORTABLE_BIT_KHR`

Extending `VkExternalFenceHandleTypeFlagBits`:
- `VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_FD_BIT_KHR`
- `VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_BIT_KHR`
- `VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT_KHR`
- `VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT_KHR`

Extending `VkStructureType`:
- `VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES_KHR`
- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_FENCE_INFO_KHR`
- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES_KHR`

Version History

- Revision 1, 2017-05-08 (Jesse Hall)
  - Initial version

**VK_KHR_external_memory**

Name String

- `VK_KHR_external_memory`

Extension Type

- Device extension

Registered Extension Number

- 73

Revision

- 1
**Ratification Status**
Ratified

**Extension and Version Dependencies**
VK_KHR_external_memory_capabilities
or
Version 1.1

**Deprecation State**
• Promoted to Vulkan 1.1

**Contact**
• James Jones \cubanismo

**Other Extension Metadata**

**Last Modified Date**
2016-10-20

**IP Status**
No known IP claims.

**Interactions and External Dependencies**
• Interacts with VK_KHR_dedicated_allocation.
• Interacts with VK_NV_dedicated_allocation.

**Contributors**
• Faith Ekstrand, Intel
• Ian Elliott, Google
• Jesse Hall, Google
• Tobias Hector, Imagination Technologies
• James Jones, NVIDIA
• Jeff Juliano, NVIDIA
• Matthew Netsch, Qualcomm Technologies, Inc.
• Daniel Rakos, AMD
• Carsten Rohde, NVIDIA
• Ray Smith, ARM
• Lina Versace, Google

**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 non-Vulkan handles from Vulkan memory objects such that the underlying resources can be referenced outside the scope of the Vulkan logical device that created them.
Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkBufferCreateInfo`:
  - `VkExternalMemoryBufferCreateInfoKHR`

- Extending `VkImageCreateInfo`:
  - `VkExternalMemoryImageCreateInfoKHR`

- Extending `VkMemoryAllocateInfo`:
  - `VkExportMemoryAllocateInfoKHR`

New Enum Constants

- `VK_KHR_EXTERNAL_MEMORY_EXTENSION_NAME`
- `VK_KHR_EXTERNAL_MEMORY_SPEC_VERSION`
- `VK_QUEUE_FAMILY_EXTERNAL_KHR`

- Extending `VkResult`:
  - `VK_ERROR_INVALID_EXTERNAL_HANDLE_KHR`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_EXPORT_MEMORY_ALLOCATE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO_KHR`
  - `VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_IMAGE_CREATE_INFO_KHR`

Issues

1) How do applications correlate two physical devices across process or Vulkan instance boundaries?

**RESOLVED:** New device ID fields have been introduced by `VK_KHR_external_memory_capabilities`. These fields, combined with the existing `VkPhysicalDeviceProperties::driverVersion` field can be used to identify compatible devices across processes, drivers, and APIs. `VkPhysicalDeviceProperties::pipelineCacheUUID` is not sufficient for this purpose because despite its description in the specification, it need only identify a unique pipeline cache format in practice. Multiple devices may be able to use the same pipeline cache data, and hence it would be desirable for all of them to have the same pipeline cache UUID. However, only the same concrete physical device can be used when sharing memory, so an actual unique device ID was introduced. Further, the pipeline cache UUID was specific to Vulkan, but correlation with other, non-extensible APIs is required to enable interoperation with those APIs.

2) If memory objects are shared between processes and APIs, is this considered aliasing according to the rules outlined in the Memory Aliasing section?
**RESOLVED:** Yes. Applications must take care to obey all restrictions imposed on aliased resources when using memory across multiple Vulkan instances or other APIs.

3) Are new image layouts or metadata required to specify image layouts and layout transitions compatible with non-Vulkan APIs, or with other instances of the same Vulkan driver?

**RESOLVED:** Separate instances of the same Vulkan driver running on the same GPU should have identical internal layout semantics, so applications have the tools they need to ensure views of images are consistent between the two instances. Other APIs will fall into two categories: Those that are Vulkan-compatible, and those that are Vulkan-incompatible. Vulkan-incompatible APIs will require the image to be in the GENERAL layout whenever they are accessing them.

Note this does not attempt to address cross-device transitions, nor transitions to engines on the same device which are not visible within the Vulkan API. Both of these are beyond the scope of this extension.

4) Is a new barrier flag or operation of some type needed to prepare external memory for handoff to another Vulkan instance or API and/or receive it from another instance or API?

**RESOLVED:** Yes. Some implementations need to perform additional cache management when transitioning memory between address spaces and other APIs, instances, or processes which may operate in a separate address space. Options for defining this transition include:

- A new structure that can be added to the `pNext` list in `VkMemoryBarrier`, `VkBufferMemoryBarrier`, and `VkImageMemoryBarrier`.
- A new bit in `VkAccessFlags` that can be set to indicate an “external” access.
- A new bit in `VkDependencyFlags`
- A new special queue family that represents an “external” queue.

A new structure has the advantage that the type of external transition can be described in as much detail as necessary. However, there is not currently a known need for anything beyond differentiating between external and internal accesses, so this is likely an over-engineered solution. The access flag bit has the advantage that it can be applied at buffer, image, or global granularity, and semantically it maps pretty well to the operation being described. Additionally, the API already includes `VK_ACCESS_MEMORY_READ_BIT` and `VK_ACCESS_MEMORY_WRITE_BIT` which appear to be intended for this purpose. However, there is no obvious pipeline stage that would correspond to an external access, and therefore no clear way to use `VK_ACCESS_MEMORY_READ_BIT` or `VK_ACCESS_MEMORY_WRITE_BIT`. `VkDependencyFlags` and `VkPipelineStageFlags` operate at command granularity rather than image or buffer granularity, which would make an entire pipeline barrier an internal→external or external→internal barrier. This may not be a problem in practice, but seems like the wrong scope. Another downside of `VkDependencyFlags` is that it lacks inherent directionality: there are no `src` and `dst` variants of it in the barrier or dependency description semantics, so two bits might need to be added to describe both internal→external and external→internal transitions. Transitioning a resource to a special queue family corresponds well with the operation of transitioning to a separate Vulkan instance, in that both operations ideally include scheduling a barrier on both sides of the transition: Both the releasing and the acquiring queue or process. Using a special queue family requires adding an additional reserved queue family index. Re-using `VK_QUEUE_FAMILY_IGNORED` would have left it unclear how to transition a concurrent usage resource
from one process to another, since the semantics would have likely been equivalent to the currently-ignored transition of \texttt{VK_QUEUE_FAMILY_IGNORED} \rightarrow \texttt{VK_QUEUE_FAMILY_IGNORED}. Fortunately, creating a new reserved queue family index is not invasive.

Based on the above analysis, the approach of transitioning to a special “external” queue family was chosen.

5) Do internal driver memory arrangements and/or other internal driver image properties need to be exported and imported when sharing images across processes or APIs.

**RESOLVED**: Some vendors claim this is necessary on their implementations, but it was determined that the security risks of allowing opaque metadata to be passed from applications to the driver were too high. Therefore, implementations which require metadata will need to associate it with the objects represented by the external handles, and rely on the dedicated allocation mechanism to associate the exported and imported memory objects with a single image or buffer.

6) Most prior interoperation and cross-process sharing APIs have been based on image-level sharing. Should Vulkan sharing be based on memory-object sharing or image sharing?

**RESOLVED**: These extensions have assumed memory-level sharing is the correct granularity. Vulkan is a lower-level API than most prior APIs, and as such attempts to closely align with to the underlying primitives of the hardware and system-level drivers it abstracts. In general, the resource that holds the backing store for both images and buffers of various types is memory. Images and buffers are merely metadata containing brief descriptions of the layout of bits within that memory.

Because memory object-based sharing is aligned with the overall Vulkan API design, it enables the full range of Vulkan capabilities with external objects. External memory can be used as backing for sparse images, for example, whereas such usage would be awkward at best with a sharing mechanism based on higher-level primitives such as images. Further, aligning the mechanism with the API in this way provides some hope of trivial compatibility with future API enhancements. If new objects backed by memory objects are added to the API, they too can be used across processes with minimal additions to the base external memory APIs.

Earlier APIs implemented interop at a higher level, and this necessitated entirely separate sharing APIs for images and buffers. To co-exist and interoperate with those APIs, the Vulkan external sharing mechanism must accommodate their model. However, if it can be agreed that memory-based sharing is the more desirable and forward-looking design, legacy interoperation constraints can be considered another reason to favor memory-based sharing: while native and legacy driver primitives that may be used to implement sharing may not be as low-level as the API here suggests, raw memory is still the least common denominator among the types. Image-based sharing can be cleanly derived from a set of base memory-object sharing APIs with minimal effort, whereas image-based sharing does not generalize well to buffer or raw-memory sharing. Therefore, following the general Vulkan design principle of minimalism, it is better to expose interoperability with image-based native and external primitives via the memory sharing API, and place sufficient limits on their usage to ensure they can be used only as backing for equivalent Vulkan images. This provides a consistent API for applications regardless of which platform or external API they are targeting, which makes development of multi-API and multi-platform applications simpler.
7) Should Vulkan define a common external handle type and provide Vulkan functions to facilitate cross-process sharing of such handles rather than relying on native handles to define the external objects?

**RESOLVED:** No. Cross-process sharing of resources is best left to native platforms. There are myriad security and extensibility issues with such a mechanism, and attempting to re-solve all those issues within Vulkan does not align with Vulkan's purpose as a graphics API. If desired, such a mechanism could be built as a layer or helper library on top of the opaque native handle defined in this family of extensions.

8) Must implementations provide additional guarantees about state implicitly included in memory objects for those memory objects that may be exported?

**RESOLVED:** Implementations must ensure that sharing memory objects does not transfer any information between the exporting and importing instances and APIs other than that required to share the data contained in the memory objects explicitly shared. As specific examples, data from previously freed memory objects that used the same underlying physical memory, and data from memory objects using adjacent physical memory must not be visible to applications importing an exported memory object.

9) Must implementations validate external handles the application provides as inputs to memory import operations?

**RESOLVED:** Implementations must return an error to the application if the provided memory handle cannot be used to complete the requested import operation. However, implementations need not validate handles are of the exact type specified by the application.

**Version History**

- Revision 1, 2016-10-20 (James Jones)
  - Initial version

**VK_KHR_external_memory_capabilities**

**Name String**

VK_KHR_external_memory_capabilities

**Extension Type**

Instance extension

**Registered Extension Number**

72

**Revision**

1

**Ratification Status**

Ratified
Extension and Version Dependencies

VK_KHR_get_physical_device_properties2

or

Version 1.1

Deprecation State

- Promoted to Vulkan 1.1

Contact

- James Jones @cubanismo

Other Extension Metadata

Last Modified Date

2016-10-17

IP Status

No known IP claims.

Interactions and External Dependencies

- Interacts with VK_KHR_dedicated_allocation.
- Interacts with VK_NV_dedicated_allocation.

Contributors

- Ian Elliott, Google
- Jesse Hall, Google
- James Jones, NVIDIA

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 provides a set of capability queries and handle definitions that allow an application to determine what types of “external” memory handles an implementation supports for a given set of use cases.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

- vkGetPhysicalDeviceExternalBufferPropertiesKHR

New Structures

- VkExternalBufferPropertiesKHR
- VkExternalMemoryPropertiesKHR
• VkPhysicalDeviceExternalBufferInfoKHR
• Extending VkImageFormatProperties2:
  ◦ VkExternalImageFormatPropertiesKHR
• Extending VkPhysicalDeviceImageFormatInfo2:
  ◦ VkPhysicalDeviceExternalImageFormatInfoKHR
• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceIDPropertiesKHR

New Enums

• VkExternalMemoryFeatureFlagBitsKHR
• VkExternalMemoryHandleTypeFlagBitsKHR

New Bitmasks

• VkExternalMemoryFeatureFlagsKHR
• VkExternalMemoryHandleTypeFlagsKHR

New Enum Constants

• VK_KHR_EXTERNAL_MEMORY_CAPABILITIES_EXTENSION_NAME
• VK_KHR_EXTERNAL_MEMORY_CAPABILITIES_SPEC_VERSION
• VK_LUID_SIZE_KHR
• Extending VkExternalMemoryFeatureFlagBits:
  ◦ VK_EXTERNAL_MEMORY_FEATURE_DEDICATED_ONLY_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_FEATURE_EXPORTABLE_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_FEATURE_IMPORTABLE_BIT_KHR
• Extending VkExternalMemoryHandleTypeFlagBits:
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT_KHR
  ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT_KHR
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_BUFFER_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_IMAGE_FORMAT_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_BUFFER_INFO_KHR
Issues

1) Why do so many external memory capabilities need to be queried on a per-memory-handle-type basis?

**PROPOSED RESOLUTION:** This is because some handle types are based on OS-native objects that have far more limited capabilities than the very generic Vulkan memory objects. Not all memory handle types can name memory objects that support 3D images, for example. Some handle types cannot even support the deferred image and memory binding behavior of Vulkan and require specifying the image when allocating or importing the memory object.

2) Do the VkExternalImageFormatPropertiesKHR and VkExternalBufferPropertiesKHR structs need to include a list of memory type bits that support the given handle type?

**PROPOSED RESOLUTION:** No. The memory types that do not support the handle types will simply be filtered out of the results returned by vkGetImageMemoryRequirements and vkGetBufferMemoryRequirements when a set of handle types was specified at image or buffer creation time.

3) Should the non-opaque handle types be moved to their own extension?

**PROPOSED RESOLUTION:** Perhaps. However, defining the handle type bits does very little and does not require any platform-specific types on its own, and it is easier to maintain the bitfield values in a single extension for now. Presumably more handle types could be added by separate extensions though, and it would be midly weird to have some platform-specific ones defined in the core spec and some in extensions.

4) Do we need a D3D11_TILEPOOL type?

**PROPOSED RESOLUTION:** No. This is technically possible, but the synchronization is awkward. D3D11 surfaces must be synchronized using shared mutexes, and these synchronization primitives are shared by the entire memory object, so D3D11 shared allocations divided among multiple buffer and image bindings may be difficult to synchronize.

5) Should the Windows 7-compatible handle types be named “KMT” handles or “GLOBAL_SHARE” handles?

**PROPOSED RESOLUTION:** KMT, simply because it is more concise.

6) How do applications identify compatible devices and drivers across instance, process, and API boundaries when sharing memory?

**PROPOSED RESOLUTION:** New device properties are exposed that allow applications to correctly correlate devices and drivers. A device and driver UUID that must both match to ensure sharing compatibility between two Vulkan instances, or a Vulkan instance and an extensible external API are added. To allow correlating with Direct3D devices, a device LUID is added that corresponds to a DXGI adapter LUID. A driver ID is not needed for Direct3D because mismatched driver component...
versions are not currently supported on the Windows OS. Should support for such configurations be introduced at the OS level, further Vulkan extensions would be needed to correlate userspace component builds.

**Version History**

- Revision 1, 2016-10-17 (James Jones)
  - Initial version

**VK_KHR_external_semaphore**

**Name String**

VK_KHR_external_semaphore

**Extension Type**

Device extension

**Registered Extension Number**

78

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_external_semaphore_capabilities

**Deprecation State**

- *Promoted* to Vulkan 1.1

**Contact**

- James Jones @cubanismo

**Other Extension Metadata**

**Last Modified Date**

2016-10-21

**IP Status**

No known IP claims.

**Contributors**

- Faith Ekstrand, Intel
- Jesse Hall, Google
- Tobias Hector, Imagination Technologies
Description

An application using external memory may wish to synchronize access to that memory using semaphores. This extension enables an application to create semaphores from which non-Vulkan handles that reference the underlying synchronization primitive can be exported.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkSemaphoreCreateInfo`:
  - `VkExportSemaphoreCreateInfoKHR`

New Enums

- `VkSemaphoreImportFlagBitsKHR`

New Bitmasks

- `VkSemaphoreImportFlagsKHR`

New Enum Constants

- `VK_KHR_EXTERNAL_SEMAPHORE_EXTENSION_NAME`
- `VK_KHR_EXTERNAL_SEMAPHORE_SPEC_VERSION`
- Extending `VkSemaphoreImportFlagBits`:
  - `VK_SEMAPHORE_IMPORT_TEMPORARY_BIT_KHR`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_CREATE_INFO_KHR`

Issues

1) Should there be restrictions on what side effects can occur when waiting on imported semaphores that are in an invalid state?

**RESOLVED:** Yes. Normally, validating such state would be the responsibility of the application, and the implementation would be free to enter an undefined state if valid usage rules were violated.
However, this could cause security concerns when using imported semaphores, as it would require the importing application to trust the exporting application to ensure the state is valid. Requiring this level of trust is undesirable for many potential use cases.

2) Must implementations validate external handles the application provides as input to semaphore state import operations?

**RESOLVED**: Implementations must return an error to the application if the provided semaphore state handle cannot be used to complete the requested import operation. However, implementations need not validate handles are of the exact type specified by the application.

**Version History**

- Revision 1, 2016-10-21 (James Jones)
  - Initial revision

**VK_KHR_external_semaphore_capabilities**

**Name String**

VK_KHR_external_semaphore_capabilities

**Extension Type**

Instance extension

**Registered Extension Number**

77

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2

or

Version 1.1

**Deprecation State**

- Promoted to Vulkan 1.1

**Contact**

- James Jones cubanismo

**Other Extension Metadata**

**Last Modified Date**

2016-10-20
IP Status
No known IP claims.

Contributors
• Jesse Hall, Google
• James Jones, NVIDIA
• Jeff Juliano, NVIDIA

Description
An application may wish to reference device semaphores in multiple Vulkan logical devices or instances, in multiple processes, and/or in multiple APIs. This extension provides a set of capability queries and handle definitions that allow an application to determine what types of “external” semaphore handles an implementation supports for a given set of use cases.

Promotion to Vulkan 1.1
All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands
• vkGetPhysicalDeviceExternalSemaphorePropertiesKHR

New Structures
• VkExternalSemaphorePropertiesKHR
• VkPhysicalDeviceExternalSemaphoreInfoKHR
• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceIDPropertiesKHR

New Enums
• VkExternalSemaphoreFeatureFlagBitsKHR
• VkExternalSemaphoreHandleTypeFlagBitsKHR

New Bitmasks
• VkExternalSemaphoreFeatureFlagsKHR
• VkExternalSemaphoreHandleTypeFlagsKHR

New Enum Constants
• VK_KHR_EXTERNAL_SEMAPHORE_CAPABILITIES_EXTENSION_NAME
• VK_KHR_EXTERNAL_SEMAPHORE_CAPABILITIES_SPEC_VERSION
• VK_LUID_SIZE_KHR
• Extending `VkExternalSemaphoreFeatureFlagBits`:
  ◦ `VK_EXTERNAL_SEMAPHORE_FEATURE_EXPORTABLE_BIT_KHR`
  ◦ `VK_EXTERNAL_SEMAPHORE_FEATURE_IMPORTABLE_BIT_KHR`

• Extending `VkExternalSemaphoreHandleTypeFlagBits`:
  ◦ `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT_KHR`
  ◦ `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT_KHR`
  ◦ `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT_KHR`
  ◦ `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT_KHR`
  ◦ `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT_KHR`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES_KHR`
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO_KHR`
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES_KHR`

**Version History**

• Revision 1, 2016-10-20 (James Jones)
  ◦ Initial revision

**VK_KHR_format_feature_flags2**

**Name String**

`VK_KHR_format_feature_flags2`

**Extension Type**

Device extension

**Registered Extension Number**

361

**Revision**

2

**Ratification Status**

Ratified

**Extension and Version Dependencies**

`VK_KHR_get_physical_device_properties2`

or

`Version 1.1`

**Deprecation State**

• *Promoted* to *Vulkan 1.3*
Description

This extension adds a new VkFormatFeatureFlagBits2KHR 64bits format feature flag type to extend the existing VkFormatFeatureFlagBits which is limited to 31 flags. At the time of this writing 29 bits of VkFormatFeatureFlagBits are already used.

Because VkFormatProperties2 is already defined to extend the Vulkan 1.0 vkGetPhysicalDeviceFormatProperties entry point, this extension defines a new VkFormatProperties3KHR to extend the VkFormatProperties.

On top of replicating all the bits from VkFormatFeatureFlagBits, VkFormatFeatureFlagBits2KHR adds the following bits:

- VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT_KHR and VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT_KHR indicate that an implementation supports respectively reading and writing a given VkFormat through storage operations without specifying the format in the shader.

- VK_FORMAT_FEATURE_2_SAMPLED_IMAGE_DEPTH_COMPARISON_BIT_KHR indicates that an implementation supports depth comparison performed by OpImage*Dref* instructions on a given VkFormat. Previously the result of executing a OpImage*Dref* instruction on an image view, where the format was not one of the depth/stencil formats with a depth component, was undefined. This bit clarifies on which formats such instructions can be used.

Prior to version 2 of this extension, implementations exposing the shaderStorageImageReadWithoutFormat and shaderStorageImageWriteWithoutFormat features may not report VK_FORMAT_FEATURE_2_STORAGE_READ_WITHOUT_FORMAT_BIT_KHR and VK_FORMAT_FEATURE_2_STORAGE_WRITE_WITHOUT_FORMAT_BIT_KHR in VkFormatProperties3KHR::bufferFeatures. Despite this, buffer reads/writes are supported as intended by the original
features.

New Structures

- Extending VkFormatProperties2:
  - VkFormatProperties3KHR

New Enums

- VkFormatFeatureFlagBits2KHR

New Bitmasks

- VkFormatFeatureFlags2KHR

New Enum Constants

- VK_KHR_FORMAT_FEATURE_FLAGS_2_EXTENSION_NAME
- VK_KHR_FORMAT_FEATURE_FLAGS_2_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_3_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 2, 2022-07-20 (Lionel Landwerlin)
  - Clarify that VK_FORMAT_FEATURE_2_STORAGE_(READ|WRITE)_WITHOUT_FORMAT_BIT also apply to buffer views.
- Revision 1, 2020-07-21 (Lionel Landwerlin)
  - Initial draft

VK_KHR_get_memory_requirements2

Name String

VK_KHR_get_memory_requirements2

Extension Type

Device extension

Registered Extension Number

147
Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

None

Deprecation State

• Promoted to Vulkan 1.1

Contact

• Faith Ekstrand @gfxstrand

Other Extension Metadata

Last Modified Date

2017-09-05

IP Status

No known IP claims.

Contributors

• Faith Ekstrand, Intel
• Jeff Bolz, NVIDIA
• Jesse Hall, Google

Description

This extension provides new queries for memory requirements of images and buffers that can be easily extended by other extensions, without introducing any further entry points. The Vulkan 1.0 VkMemoryRequirements and VkSparseImageMemoryRequirements structures do not include sType and pNext members. This extension wraps them in new structures with these members, so an application can query a chain of memory requirements structures by constructing the chain and letting the implementation fill them in. A new command is added for each VkGet*MemoryRequirements command in core Vulkan 1.0.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

• vkGetBufferMemoryRequirements2KHR
• vkGetImageMemoryRequirements2KHR
• vkGetImageSparseMemoryRequirements2KHR
New Structures

- VkBufferMemoryRequirementsInfo2KHR
- VkImageMemoryRequirementsInfo2KHR
- VkImageSparseMemoryRequirementsInfo2KHR
- VkMemoryRequirements2KHR
- VkSparseImageMemoryRequirements2KHR

New Enum Constants

- VK_KHR_GET_MEMORY_REQUIREMENTS_2_EXTENSION_NAME
- VK_KHR_GET_MEMORY_REQUIREMENTS_2_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_BUFFER_MEMORY_REQUIREMENTS_INFO_2_KHR
- VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2_KHR
- VK_STRUCTURE_TYPE_IMAGE_SPARSE_MEMORY_REQUIREMENTS_INFO_2_KHR
- VK_STRUCTURE_TYPE_MEMORY_REQUIREMENTS_2_KHR
- VK_STRUCTURE_TYPE_SPARSE_IMAGE_MEMORY_REQUIREMENTS_2_KHR

Version History

- Revision 1, 2017-03-23 (Faith Ekstrand)
  - Internal revisions

VK_KHR_get_physical_device_properties2

Name String

VK_KHR_get_physical_device_properties2

Extension Type

Instance extension

Registered Extension Number

60

Revision

2

Ratification Status

Ratified

Extension and Version Dependencies

None
Description

This extension provides new queries for device features, device properties, and format properties that can be easily extended by other extensions, without introducing any further queries. The Vulkan 1.0 feature/limit/formatproperty structures do not include sType/pNext members. This extension wraps them in new structures with sType/pNext members, so an application can query a chain of feature/limit/formatproperty structures by constructing the chain and letting the implementation fill them in. A new command is added for each vkGetPhysicalDevice* command in core Vulkan 1.0. The new feature structure (and a pNext chain of extending structures) can also be passed in to device creation to enable features.

This extension also allows applications to use the physical-device components of device extensions before vkCreateDevice is called.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

- vkGetPhysicalDeviceFeatures2KHR
- vkGetPhysicalDeviceFormatProperties2KHR
- vkGetPhysicalDeviceImageFormatProperties2KHR
- vkGetPhysicalDeviceMemoryProperties2KHR
- vkGetPhysicalDeviceProperties2KHR
- vkGetPhysicalDeviceQueueFamilyProperties2KHR
- vkGetPhysicalDeviceSparseImageFormatProperties2KHR
New Structures

- VkFormatProperties2KHR
- VkImageFormatProperties2KHR
- VkPhysicalDeviceImageFormatInfo2KHR
-VkPhysicalDeviceMemoryProperties2KHR
- VkPhysicalDeviceProperties2KHR
- VkPhysicalDeviceSparseImageFormatInfo2KHR
- VkQueueFamilyProperties2KHR
- VkSparseImageFormatProperties2KHR

Extending VkDeviceCreateInfo:

- VkPhysicalDeviceFeatures2KHR

New Enum Constants

- VK_KHR_GET_PHYSICAL_DEVICE_PROPERTIES_2_EXTENSION_NAME
- VK_KHR_GET_PHYSICAL_DEVICE_PROPERTIES_2_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_2_KHR
- VK_STRUCTURE_TYPE_IMAGE_FORMAT_PROPERTIES_2_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_FORMAT_INFO_2_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_PROPERTIES_2_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROPERTIES_2_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SPARSE_IMAGE_FORMAT_INFO_2_KHR
- VK_STRUCTURE_TYPE_QUEUE_FAMILY_PROPERTIES_2_KHR
- VK_STRUCTURE_TYPE_SPARSE_IMAGE_FORMAT_PROPERTIES_2_KHR

Examples

```c
// Get features with a hypothetical future extension.
VkHypotheticalExtensionFeaturesKHR hypotheticalFeatures = {
    .sType = VK_STRUCTURE_TYPE_HYPOTHETICAL_FEATURES_KHR,
    .pNext = NULL,
};

VkPhysicalDeviceFeatures2KHR features = {
    .sType = VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2_KHR,
    .pNext = &hypotheticalFeatures,
};
```
// After this call, features and hypotheticalFeatures have been filled out.
vkGetPhysicalDeviceFeatures2KHR(physicalDevice, &features);

// Properties/limits can be chained and queried similarly.

// Enable some features:
VkHypotheticalExtensionFeaturesKHR enabledHypotheticalFeatures =
{
    .sType = VK_STRUCTURE_TYPE_HYPOTHETICAL_FEATURES_KHR,
    .pNext = NULL,
};

VkPhysicalDeviceFeatures2KHR enabledFeatures =
{
    .sType = VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2_KHR,
    .pNext = &enabledHypotheticalFeatures,
};

enabledFeatures.features.xyz = VK_TRUE;
enabledHypotheticalFeatures.abc = VK_TRUE;

VkDeviceCreateInfo deviceCreateInfo =
{
    .sType = VK_STRUCTURE_TYPE_DEVICE_CREATE_INFO,
    .pNext = &enabledFeatures,
    ... 
    .pEnabledFeatures = NULL,
};

VkDevice device;
vkCreateDevice(physicalDevice, &deviceCreateInfo, NULL, &device);

Version History

- Revision 1, 2016-09-12 (Jeff Bolz)
  - Internal revisions
- Revision 2, 2016-11-02 (Ian Elliott)
  - Added ability for applications to use the physical-device components of device extensions before vkCreateDevice is called.

VK_KHR_image_format_list

Name String

VK_KHR_image_format_list
Extension Type
  Device extension

Registered Extension Number
  148

Revision
  1

Ratification Status
  Ratified

Extension and Version Dependencies
  None

Deprecation State
  • Promoted to Vulkan 1.2

Contact
  • Faith Ekstrand gfxstrand

Other Extension Metadata

Last Modified Date
  2017-03-20

IP Status
  No known IP claims.

Contributors
  • Faith Ekstrand, Intel
  • Jan-Harald Fredriksen, ARM
  • Jeff Bolz, NVIDIA
  • Jeff Leger, Qualcomm
  • Neil Henning, Codeplay

Description

On some implementations, setting the `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT` on image creation can cause access to that image to perform worse than an equivalent image created without `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT` because the implementation does not know what view formats will be paired with the image.

This extension allows an application to provide the list of all formats that can be used with an image when it is created. The implementation may then be able to create a more efficient image that supports the subset of formats required by the application without having to support all formats in the format compatibility class of the image format.
Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkImageCreateInfo`, `VkSwapchainCreateInfoKHR`, `VkPhysicalDeviceImageFormatInfo2`:
  - `VkImageFormatListCreateInfoKHR`

New Enum Constants

- `VK_KHR_IMAGE_FORMAT_LIST_EXTENSION_NAME`
- `VK_KHR_IMAGE_FORMAT_LIST_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_IMAGE_FORMAT_LIST_CREATE_INFO_KHR`

Version History

- Revision 1, 2017-03-20 (Faith Ekstrand)
  - Initial revision

**VK_KHR_imageless_framebuffer**

**Name String**

`VK_KHR_imageless_framebuffer`

**Extension Type**

Device extension

**Registered Extension Number**

109

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

`VK_KHR_get_physical_device_properties2`

and

`VK_KHR_maintenance2`

or

Version 1.1

and
VK_KHR_image_format_list

or

Version 1.2

Deprecation State

- Promoted to Vulkan 1.2

Contact

- Tobias Hector tobias

Other Extension Metadata

Last Modified Date

2018-12-14

Contributors

- Tobias Hector
- Graham Wihlidal

Description

This extension allows framebuffers to be created without the need for creating images first, allowing more flexibility in how they are used, and avoiding the need for many of the confusing compatibility rules.

Framebuffers are now created with a small amount of additional metadata about the image views that will be used in VkFramebufferAttachmentsCreateInfoKHR, and the actual image views are provided at render pass begin time via VkRenderPassAttachmentBeginInfoKHR.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- VkFramebufferAttachmentImageInfoKHR
- Extending VkFramebufferCreateInfo:
  - VkFramebufferAttachmentsCreateInfoKHR
- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceImagelessFramebufferFeaturesKHR
- Extending VkRenderPassBeginInfo:
  - VkRenderPassAttachmentBeginInfoKHR

New Enum Constants

- VK_KHR_IMAGELESS_FRAMEBUFFER_EXTENSION_NAME
• VK_KHR_IMAGELESS_FRAMEBUFFER_SPEC_VERSION

• Extending VkFramebufferCreateFlagBits:
  ◦ VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT_KHR

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENTS_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENT_IMAGE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGELESS_FRAMEBUFFER_FEATURES_KHR
  ◦ VK_STRUCTURE_TYPE_RENDER_PASS_ATTACHMENT_BEGIN_INFO_KHR

Version History

• Revision 1, 2018-12-14 (Tobias Hector)
  ◦ Internal revisions

VK_KHR_maintenance1

Name String
  VK_KHR_maintenance1

Extension Type
  Device extension

Registered Extension Number
  70

Revision
  2

Ratification Status
  Ratified

Extension and Version Dependencies
  None

Deprecation State
  • Promoted to Vulkan 1.1

Contact
  • Piers Daniell @pdaniell-nv

Other Extension Metadata

Last Modified Date
  2018-03-13
**Contributors**

- Dan Ginsburg, Valve
- Daniel Koch, NVIDIA
- Daniel Rakos, AMD
- Jan-Harald Fredriksen, ARM
- Faith Ekstrand, Intel
- Jeff Bolz, NVIDIA
- Jesse Hall, Google
- John Kessenich, Google
- Michael Worcester, Imagination Technologies
- Neil Henning, Codeplay Software Ltd.
- Piers Daniell, NVIDIA
- Slawomir Grajewski, Intel
- Tobias Hector, Imagination Technologies
- Tom Olson, ARM

**Description**

VK_KHR_maintenance1 adds a collection of minor features that were intentionally left out or overlooked from the original Vulkan 1.0 release.

The new features are as follows:

- Allow 2D and 2D array image views to be created from 3D images, which can then be used as color framebuffer attachments. This allows applications to render to slices of a 3D image.

- Support `vkCmdCopyImage` between 2D array layers and 3D slices. This extension allows copying from layers of a 2D array image to slices of a 3D image and vice versa.

- Allow negative height to be specified in the `VkViewport::height` field to perform y-inversion of the clip-space to framebuffer-space transform. This allows apps to avoid having to use `gl_Position.y = -gl_Position.y` in shaders also targeting other APIs.

- Allow implementations to express support for doing just transfers and clears of image formats that they otherwise support no other format features for. This is done by adding new format feature flags `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT_KHR` and `VK_FORMAT_FEATURE_TRANSFER_DST_BIT_KHR`.

- Support `vkCmdFillBuffer` on transfer-only queues. Previously `vkCmdFillBuffer` was defined to only work on command buffers allocated from command pools which support graphics or compute queues. It is now allowed on queues that just support transfer operations.

- Fix the inconsistency of how error conditions are returned between the `vkCreateGraphicsPipelines` and `vkCreateComputePipelines` functions and the `vkAllocateDescriptorSets` and `vkAllocateCommandBuffers` functions.

- Add new `VK_ERROR_OUT_OF_POOL_MEMORY_KHR` error so implementations can give a more precise
reason for `vkAllocateDescriptorSets` failures.

- Add a new command `vkTrimCommandPoolKHR` which gives the implementation an opportunity to release any unused command pool memory back to the system.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

**New Commands**

- `vkTrimCommandPoolKHR`

**New Bitmasks**

- `VkCommandPoolTrimFlagsKHR`

**New Enum Constants**

- `VK_KHR_MAINTENANCE1_EXTENSION_NAME`
- `VK_KHR_MAINTENANCE1_SPEC_VERSION`
- `VK_KHR_MAINTENANCE_1_EXTENSION_NAME`
- `VK_KHR_MAINTENANCE_1_SPEC_VERSION`

- Extending `VkFormatFeatureFlagBits`:
  - `VK_FORMAT_FEATURE_TRANSFER_DST_BIT_KHR`
  - `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT_KHR`

- Extending `VkImageCreateFlagBits`:
  - `VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT_KHR`

- Extending `VkResult`:
  - `VK_ERROR_OUT_OF_POOL_MEMORY_KHR`

**Issues**

1. Are viewports with zero height allowed?

   **RESOLVED:** Yes, although they have low utility.

**Version History**

- Revision 1, 2016-10-26 (Piers Daniell)
  - Internal revisions
- Revision 2, 2018-03-13 (Jon Leech)
  - Add issue for zero-height viewports
VK_KHR_maintenance2

Name String
VK_KHR_maintenance2

Extension Type
Device extension

Registered Extension Number
118

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
None

Deprecation State
• Promoted to Vulkan 1.1

Contact
• Michael Worcester michaelworcester

Other Extension Metadata

Last Modified Date
2017-09-05

Contributors
• Michael Worcester, Imagination Technologies
• Stuart Smith, Imagination Technologies
• Jeff Bolz, NVIDIA
• Daniel Koch, NVIDIA
• Jan-Harald Fredriksen, ARM
• Daniel Rakos, AMD
• Neil Henning, Codeplay
• Piers Daniell, NVIDIA

Description
VK_KHR_maintenance2 adds a collection of minor features that were intentionally left out or overlooked from the original Vulkan 1.0 release.
The new features are as follows:

- Allow the application to specify which aspect of an input attachment might be read for a given subpass.
- Allow implementations to express the clipping behavior of points.
- Allow creating images with usage flags that may not be supported for the base image's format, but are supported for image views of the image that have a different but compatible format.
- Allow creating uncompressed image views of compressed images.
- Allow the application to select between an upper-left and lower-left origin for the tessellation domain space.
- Adds two new image layouts for depth stencil images to allow either the depth or stencil aspect to be read-only while the other aspect is writable.

**Input Attachment Specification**

Input attachment specification allows an application to specify which aspect of a multi-aspect image (e.g. a depth/stencil format) will be accessed via a subpassLoad operation.

On some implementations there may be a performance penalty if the implementation does not know (at vkCreateRenderPass time) which aspect(s) of multi-aspect images can be accessed as input attachments.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

**New Structures**

- VkInputAttachmentAspectReferenceKHR
- Extending VkImageViewCreateInfo:
  - VkImageViewUsageCreateInfoKHR
- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDevicePointClippingPropertiesKHR
- Extending VkPipelineTessellationStateCreateInfo:
  - VkPipelineTessellationDomainOriginStateCreateInfoKHR
- Extending VkRenderPassCreateInfo:
  - VkRenderPassInputAttachmentAspectCreateInfoKHR

**New Enums**

- VkPointClippingBehaviorKHR
- VkTessellationDomainOriginKHR
New Enum Constants

• VK_KHR_MAINTENANCE2_EXTENSION_NAME
• VK_KHR_MAINTENANCE2_SPEC_VERSION
• VK_KHR_MAINTENANCE_2_EXTENSION_NAME
• VK_KHR_MAINTENANCE_2_SPEC_VERSION

Extending VkImageCreateFlagBits:

◦ VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT_KHR
◦ VK_IMAGE_CREATE_EXTENDED_USAGE_BIT_KHR

Extending VkImageLayout:

◦ VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL_KHR
◦ VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL_KHR

Extending VkPointClippingBehavior:

◦ VK_POINT_CLIPPING_BEHAVIOR_ALL_CLIP_PLANES_KHR
◦ VK_POINT_CLIPPING_BEHAVIOR_USER_CLIP_PLANES_ONLY_KHR

Extending VkStructureType:

◦ VK_STRUCTURE_TYPE_IMAGE_VIEW_USAGE_CREATE_INFO_KHR
◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_POINT_CLIPPING_PROPERTIES_KHR
◦ VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_DOMAIN_ORIGIN_STATE_CREATE_INFO_KHR
◦ VK_STRUCTURE_TYPE_RENDER_PASS_INPUT_ATTACHMENT_ASPECT_CREATE_INFO_KHR

Extending VkTessellationDomainOrigin:

◦ VK_TESSELLATION_DOMAIN_ORIGIN_LOWER_LEFT_KHR
◦ VK_TESSELLATION_DOMAIN_ORIGIN_UPPER_LEFT_KHR

Input Attachment Specification Example

Consider the case where a render pass has two subpasses and two attachments.

Attachment 0 has the format VK_FORMAT_D24_UNORM_S8_UINT, attachment 1 has some color format.

Subpass 0 writes to attachment 0, subpass 1 reads only the depth information from attachment 0 (using inputAttachmentRead) and writes to attachment 1.

```c
VkInputAttachmentAspectReferenceKHR references[] = {
  {
    .subpass = 1,
    .inputAttachmentIndex = 0,
    .aspectMask = VK_IMAGE_ASPECT_DEPTH_BIT
  }
};
```
Issues

1) What is the default tessellation domain origin?

**RESOLVED**: Vulkan 1.0 originally inadvertently documented a lower-left origin, but the conformance tests and all implementations implemented an upper-left origin. This extension adds a control to select between lower-left (for compatibility with OpenGL) and upper-left, and we retroactively fix unextended Vulkan to have a default of an upper-left origin.

Version History

- Revision 1, 2017-04-28

**VK_KHR_maintenance3**

**Name String**

`VK_KHR_maintenance3`

**Extension Type**

Device extension

**Registered Extension Number**

169

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

`VK_KHR_get_physical_device_properties2`
Description

VK_KHR_maintenance3 adds a collection of minor features that were intentionally left out or overlooked from the original Vulkan 1.0 release.

The new features are as follows:

- A limit on the maximum number of descriptors that are supported in a single descriptor set layout. Some implementations have a limit on the total size of descriptors in a set, which cannot be expressed in terms of the limits in Vulkan 1.0.
- A limit on the maximum size of a single memory allocation. Some platforms have kernel interfaces that limit the maximum size of an allocation.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

- vkGetDescriptorSetLayoutSupportKHR

New Structures

- VkDescriptorSetLayoutSupportKHR
- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceMaintenance3PropertiesKHR

New Enum Constants

- VK_KHR_MAINTENANCE3_EXTENSION_NAME
- VK_KHR_MAINTENANCE3_SPEC_VERSION
Extending VkStructureType:
  - VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_SUPPORT_KHR
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_3_PROPERTIES_KHR

Version History
  - Revision 1, 2017-08-22

VK_KHR_maintenance4

Name String
  VK_KHR_maintenance4

Extension Type
  Device extension

Registered Extension Number
  414

Revision
  2

Ratification Status
  Ratified

Extension and Version Dependencies
  - Version 1.1

Deprecation State
  - Promoted to Vulkan 1.3

Contact
  - Piers Daniell @pdaniell-nv

Other Extension Metadata

Last Modified Date
  2021-10-25

Interactions and External Dependencies
  - Requires SPIR-V 1.2 for LocalSizeId

Contributors
  - Lionel Duc, NVIDIA
  - Faith Ekstrand, Intel
Description

VK_KHR_maintenance4 adds a collection of minor features, none of which would warrant an entire extension of their own.

The new features are as follows:

- Allow the application to destroy their VkPipelineLayout object immediately after it was used to create another object. It is no longer necessary to keep its handle valid while the created object is in use.
- Add a new maxBufferSize implementation-defined limit for the maximum size VkBuffer that can be created.
- Add support for the SPIR-V 1.2 LocalSizeId execution mode, which can be used as an alternative to LocalSize to specify the local workgroup size with specialization constants.
- Add a guarantee that images created with identical creation parameters will always have the same alignment requirements.
- Add new vkGetDeviceBufferMemoryRequirementsKHR, vkGetDeviceImageMemoryRequirementsKHR, and vkGetDeviceImageSparseMemoryRequirementsKHR to allow the application to query the image memory requirements without having to create an image object and query it.
- Relax the requirement that push constants must be initialized before they are dynamically accessed.
- Relax the interface matching rules to allow a larger output vector to match with a smaller input vector, with additional values being discarded.
- Add a guarantee for buffer memory requirement that the size memory requirement is never greater than the result of aligning create size with the alignment memory requirement.

New Commands

- vkGetDeviceBufferMemoryRequirementsKHR
- vkGetDeviceImageMemoryRequirementsKHR
- vkGetDeviceImageSparseMemoryRequirementsKHR
New Structures

- VkDeviceBufferMemoryRequirementsKHR
- VkDeviceImageMemoryRequirementsKHR

Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceMaintenance4FeaturesKHR

Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceMaintenance4PropertiesKHR

New Enum Constants

- VK_KHR_MAINTENANCE_4_EXTENSION_NAME
- VK_KHR_MAINTENANCE_4_SPEC_VERSION

Extending VkImageAspectFlagBits:
  - VK_IMAGE_ASPECT_NONE_KHR

Extending VkStructureType:
  - VK_STRUCTURE_TYPE_DEVICE_BUFFER_MEMORY_REQUIREMENTS_KHR
  - VK_STRUCTURE_TYPE_DEVICE_IMAGE_MEMORY_REQUIREMENTS_KHR
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_FEATURES_KHR
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_4_PROPERTIES_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.

Issues

None.

Version History

- Revision 1, 2021-08-18 (Piers Daniell)
  - Internal revisions
- Revision 2, 2021-10-25 (Yiwei Zhang)
  - More guarantees on buffer memory requirements

VK_KHR_multiview

Name String

VK_KHR_multiview
Extension Type
Device extension

Registered Extension Number
54

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or Version 1.1

SPIR-V Dependencies
• SPV_KHR_multiview

Deprecation State
• Promoted to Vulkan 1.1

Contact
• Jeff Bolz @jeffbolznv

Other Extension Metadata

Last Modified Date
2016-10-28

IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GL_EXT_multiview

Contributors
• Jeff Bolz, NVIDIA

Description
This extension has the same goal as the OpenGL ES GL_OVR_multiview extension. Multiview is a rendering technique originally designed for VR where it is more efficient to record a single set of commands to be executed with slightly different behavior for each “view”.

It includes a concise way to declare a render pass with multiple views, and gives implementations freedom to render the views in the most efficient way possible. This is done with a multiview configuration specified during render pass creation with the VkRenderPassMultiviewCreateInfo::pNext passed into VkRenderPassCreateInfo::pNext.
This extension enables the use of the SPV_KHR_multiview shader extension, which adds a new ViewIndex built-in type that allows shaders to control what to do for each view. If using GLSL there is also the GL_EXT_multiview extension that introduces a highp int gl_ViewIndex; built-in variable for vertex, tessellation, geometry, and fragment shaders.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

**New Structures**

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceMultiviewFeaturesKHR

- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceMultiviewPropertiesKHR

- Extending VkRenderPassCreateInfo:
  - VkRenderPassMultiviewCreateInfoKHR

**New Enum Constants**

- VK_KHR_MULTIVIEW_EXTENSION_NAME
- VK_KHR_MULTIVIEW_SPEC_VERSION

- Extending VkDependencyFlagBits:
  - VK_DEPENDENCY_VIEW_LOCAL_BIT_KHR

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_FEATURES_KHR
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_PROPERTIES_KHR
  - VK_STRUCTURE_TYPE_RENDER_PASS_MULTIVIEW_CREATE_INFO_KHR

**New Built-In Variables**

- ViewIndex

**New SPIR-V Capabilities**

- MultiView

**Version History**

- Revision 1, 2016-10-28 (Jeff Bolz)
  - Internal revisions
**VK_KHR_relaxed_block_layout**

**Name String**

VK_KHR_relaxed_block_layout

**Extension Type**

Device extension

**Registered Extension Number**

145

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

None

**Deprecation State**

- Promoted to Vulkan 1.1

**Contact**

- John Kessenich

**Other Extension Metadata**

**Last Modified Date**

2017-03-26

**IP Status**

No known IP claims.

**Contributors**

- John Kessenich, Google

**Description**

The VK_KHR_relaxed_block_layout extension allows implementations to indicate they can support more variation in block Offset decorations. For example, placing a vector of three floats at an offset of 16×N + 4.

See Offset and Stride Assignment for details.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.
New Enum Constants

- VK_KHR_RELAXED_BLOCK_LAYOUT_EXTENSION_NAME
- VK_KHR_RELAXED_BLOCK_LAYOUT_SPEC_VERSION

Version History

- Revision 1, 2017-03-26 (JohnK)

**VK_KHR_sampler_mirror_clamp_to_edge**

Name String

VK_KHR_sampler_mirror_clamp_to_edge

Extension Type

Device extension

Registered Extension Number

15

Revision

3

Ratification Status

Ratified

Extension and Version Dependencies

None

Deprecation State

- Promoted to Vulkan 1.2

Contact

- Tobias Hector tobiski

Other Extension Metadata

Last Modified Date

2019-08-17

Contributors

- Tobias Hector, Imagination Technologies
- Jon Leech, Khronos

Description

VK_KHR_sampler_mirror_clamp_to_edge extends the set of sampler address modes to include an additional mode (VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE) that effectively uses a texture map twice as large as the original image in which the additional half of the new image is a mirror image
of the original image.

This new mode relaxes the need to generate images whose opposite edges match by using the original image to generate a matching “mirror image”. This mode allows the texture to be mirrored only once in the negative s, t, and r directions.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2. However, if Vulkan 1.2 is supported and this extension is not, the `VkSamplerAddressMode` `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE` is optional. Since the original extension did not use an author suffix on the enum `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE`, it is used by both core and extension implementations.

New Enum Constants

- `VK_KHR_SAMPLER_MIRROR_CLAMP_TO_EDGE_EXTENSION_NAME`
- `VK_KHR_SAMPLER_MIRROR_CLAMP_TO_EDGE_SPEC_VERSION`
- Extending `VkSamplerAddressMode`:
  - `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE`
  - `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE_KHR`

Example

Creating a sampler with the new address mode in each dimension

```c
VkSamplerCreateInfo createInfo = {
    .sType = VK_STRUCTURE_TYPE_SAMPLER_CREATE_INFO,
    // Other members set to application-desired values
};

createInfo.addressModeU = VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE;
createInfo.addressModeV = VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE;
createInfo.addressModeW = VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE;

VkSampler sampler;
VkResult result = vkCreateSampler(  
device,
    &createInfo,
    &sampler);
```

Issues

1) Why are both KHR and core versions of the `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE` token present?

**RESOLVED:** This functionality was intended to be required in Vulkan 1.0. We realized shortly
before public release that not all implementations could support it, and moved the functionality into an optional extension, but did not apply the KHR extension suffix. Adding a KHR-suffixed alias of the non-suffixed enum has been done to comply with our own naming rules.

In a related change, before spec revision 1.1.121 this extension was hardwiring into the spec Makefile so it was always included with the Specification, even in the core-only versions. This has now been reverted, and it is treated as any other extension.

Version History

• Revision 1, 2016-02-16 (Tobias Hector)
  ◦ Initial draft
• Revision 2, 2019-08-14 (Jon Leech)
  ◦ Add KHR-suffixed alias of non-suffixed enum.
• Revision 3, 2019-08-17 (Jon Leech)
  ◦ Add an issue explaining the reason for the extension API not being suffixed with KHR.

VK_KHR_sampler_ycbcr_conversion

Name String

VK_KHR_sampler_ycbcr_conversion

Extension Type
  Device extension

Registered Extension Number

157

Revision

14

Ratification Status

Ratified

Extension and Version Dependencies

  VK_KHR_maintenance1
  and
  VK_KHR_bind_memory2
  and
  VK_KHR_get_memory_requirements2
  and
  VK_KHR_get_physical_device_properties2
  or
  Version 1.1
API Interactions
- Interacts with VK_EXT_debug_report

Deprecation State
- *Promoted to Vulkan 1.1*

Contact
- Andrew Garrard @fluppeteer

Other Extension Metadata

Last Modified Date
2017-08-11

IP Status
No known IP claims.

Contributors
- Andrew Garrard, Samsung Electronics
- Tobias Hector, Imagination Technologies
- James Jones, NVIDIA
- Daniel Koch, NVIDIA
- Daniel Rakos, AMD
- Romain Guy, Google
- Jesse Hall, Google
- Tom Cooksey, ARM Ltd
- Jeff Leger, Qualcomm Technologies, Inc
- Jan-Harald Fredriksen, ARM Ltd
- Jan Outters, Samsung Electronics
- Alon Or-bach, Samsung Electronics
- Michael Worcester, Imagination Technologies
- Jeff Bolz, NVIDIA
- Tony Zlatinski, NVIDIA
- Matthew Netsch, Qualcomm Technologies, Inc

Description
The use of $Y'C_bC_r$ sampler conversion is an area in 3D graphics not used by most Vulkan developers. It is mainly used for processing inputs from video decoders and cameras. The use of the extension assumes basic knowledge of $Y'C_bC_r$ concepts.

This extension provides the ability to perform specified color space conversions during texture sampling operations for the $Y'C_bC_r$ color space natively. It also adds a selection of multi-planar...
formats, image aspect plane, and the ability to bind memory to the planes of an image collectively or separately.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted. However, if Vulkan 1.1 is supported and this extension is not, the `samplerYcbcrConversion` capability is optional. The original type, enum and command names are still available as aliases of the core functionality.

**New Object Types**

- `VkSamplerYcbcrConversionKHR`

**New Commands**

- `vkCreateSamplerYcbcrConversionKHR`
- `vkDestroySamplerYcbcrConversionKHR`

**New Structures**

- `VkSamplerYcbcrConversionCreateInfoKHR`
- Extending `VkBindImageMemoryInfo`:
  - `VkBindImagePlaneMemoryInfoKHR`
- Extending `VkImageFormatProperties2`:
  - `VkSamplerYcbcrConversionImageFormatPropertiesKHR`
- Extending `VkImageMemoryRequirementsInfo2`:
  - `VkImagePlaneMemoryRequirementsInfoKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceSamplerYcbcrConversionFeaturesKHR`
- Extending `VkSamplerCreateInfo`, `VkImageViewCreateInfo`:
  - `VkSamplerYcbcrConversionInfoKHR`

**New Enums**

- `VkChromaLocationKHR`
- `VkSamplerYcbcrModelConversionKHR`
- `VkSamplerYcbcrRangeKHR`

**New Enum Constants**

- `VK_KHR_SAMPLER_YCBCR_CONVERSION_EXTENSION_NAME`
- `VK_KHR_SAMPLER_YCBCR_CONVERSION_SPEC_VERSION`
- Extending `VkChromaLocation`:
- VK_CHROMA_LOCATION_COSITED_EVEN_KHR
- VK_CHROMA_LOCATION_MIDPOINT_KHR

- Extending VkFormat:
  - VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16_KHR
  - VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16_KHR
  - VK_FORMAT_B16G16R16G16_422_UNORM_KHR
  - VK_FORMAT_B8G8R8G8_422_UNORM_KHR
  - VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16_KHR
  - VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16_KHR
  - VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16_KHR
  - VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16_KHR
  - VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16_KHR
  - VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16_KHR
  - VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16_KHR
  - VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16_KHR
  - VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16_KHR
  - VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16_KHR
  - VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16_KHR
  - VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16_KHR
  - VK_FORMAT_G16B16G16R16_422_UNORM_KHR
  - VK_FORMAT_G16_B16R16_2PLANE_420_UNORM_KHR
  - VK_FORMAT_G16_B16R16_2PLANE_422_UNORM_KHR
  - VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM_KHR
  - VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM_KHR
  - VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM_KHR
  - VK_FORMAT_R10X6G10X6R10X6A10X6_UNORM_4PACK16_KHR
  - VK_FORMAT_R10X6G10X6_UNORM_2PACK16_KHR
  - VK_FORMAT_R10X6_UNORM_PACK16_KHR
  - VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16_KHR
• Extending `VkFormatFeatureFlagBits`:
  ◦ `VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT_KHR`
  ◦ `VK_FORMAT_FEATURE_DISJOINT_BIT_KHR`
  ◦ `VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT_KHR`
  ◦ `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT_KHR`
  ◦ `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT_KHR`
  ◦ `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT_KHR`
  ◦ `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT_KHR`

• Extending `VkImageAspectFlagBits`:
  ◦ `VK_IMAGE_ASPECT_PLANE_0_BIT_KHR`
  ◦ `VK_IMAGE_ASPECT_PLANE_1_BIT_KHR`
  ◦ `VK_IMAGE_ASPECT_PLANE_2_BIT_KHR`

• Extending `VkImageCreateFlagBits`:
  ◦ `VK_IMAGE_CREATE_DISJOINT_BIT_KHR`

• Extending `VkObjectType`:
  ◦ `VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION_KHR`

• Extending `VkSamplerYcbcrModelConversion`:
  ◦ `VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY_KHR`
  ◦ `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020_KHR`
  ◦ `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_601_KHR`
  ◦ `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_709_KHR`
  ◦ `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_IDENTITY_KHR`

• Extending `VkSamplerYcbcrRange`:
  ◦ `VK_SAMPLER_YCBCR_RANGE_ITU_FULL_KHR`
  ◦ `VK_SAMPLER_YCBCR_RANGE_ITU_NARROW_KHR`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_BIND_IMAGE_PLANE_MEMORY_INFO_KHR`
  ◦ `VK_STRUCTURE_TYPE_IMAGE_PLANE_MEMORY_REQUIREMENTS_INFO_KHR`
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_YCBCR_CONVERSION_FEATURES_KHR`
  ◦ `VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_CREATE_INFO_KHR`
  ◦ `VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_IMAGE_FORMAT_PROPERTIES_KHR`
  ◦ `VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_INFO_KHR`
Version History

- Revision 1, 2017-01-24 (Andrew Garrard)
  - Initial draft
- Revision 2, 2017-01-25 (Andrew Garrard)
  - After initial feedback
- Revision 3, 2017-01-27 (Andrew Garrard)
  - Higher bit depth formats, renaming, swizzle
- Revision 4, 2017-02-22 (Andrew Garrard)
  - Added query function, formats as RGB, clarifications
- Revision 5, 2017-04-?? (Andrew Garrard)
  - Simplified query and removed output conversions
- Revision 6, 2017-04-24 (Andrew Garrard)
  - Tidying, incorporated new image query, restored transfer functions
- Revision 7, 2017-04-25 (Andrew Garrard)
  - Added cosited option/midpoint requirement for formats, “bypassConversion”
- Revision 8, 2017-04-25 (Andrew Garrard)
  - Simplified further
- Revision 9, 2017-04-27 (Andrew Garrard)
  - Disjoint no more
- Revision 10, 2017-04-28 (Andrew Garrard)
  - Restored disjoint
- Revision 11, 2017-04-29 (Andrew Garrard)
  - Now Ycbcr conversion, and KHR
- Revision 12, 2017-06-06 (Andrew Garrard)
  - Added conversion to image view creation
- Revision 13, 2017-07-13 (Andrew Garrard)
  - Allowed cosited-only chroma samples for formats
- Revision 14, 2017-08-11 (Andrew Garrard)
  - Reflected quantization changes in BT.2100-1

**VK_KHR_separate_depthStencil_layouts**

**Name String**

VK_KHR_separate_depth_stencil_layouts

**Extension Type**

Device extension
This extension allows image memory barriers for depth/stencil images to have just one of the `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT` aspect bits set, rather than require both. This allows their layouts to be set independently. To support depth/stencil images with different layouts for the depth and stencil aspects, the depth/stencil attachment interface has been updated to support a separate layout for stencil.

**Promotion to Vulkan 1.2**

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.
New Structures

- Extending `VkAttachmentDescription2`:
  - `VkAttachmentDescriptionStencilLayoutKHR`

- Extending `VkAttachmentReference2`:
  - `VkAttachmentReferenceStencilLayoutKHR`

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceSeparateDepthStencilLayoutsFeaturesKHR`

New Enum Constants

- `VK_KHR_SEPARATE_DEPTH_STENCIL_LAYOUTS_EXTENSION_NAME`
- `VK_KHR_SEPARATE_DEPTH_STENCIL_LAYOUTS_SPEC_VERSION`

- Extending `VkImageLayout`:
  - `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL_KHR`
  - `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL_KHR`
  - `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL_KHR`
  - `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL_KHR`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_STENCIL_LAYOUT_KHR`
  - `VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_STENCIL_LAYOUT_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SEPARATE_DEPTH_STENCIL_LAYOUTS_FEATURES_KHR`

Version History

- Revision 1, 2019-06-25 (Piers Daniell)
  - Internal revisions

**VK_KHR_shader_atomic_int64**

Name String

`VK_KHR_shader_atomic_int64`

Extension Type

Device extension

Registered Extension Number

181

Revision

1
Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

Deprecation State
• Promoted to Vulkan 1.2

Contact
• Aaron Hagan @ahagan

Other Extension Metadata

Last Modified Date
2018-07-05

Interactions and External Dependencies
• This extension provides API support for GL_ARB_gpu_shader_int64 and GL_EXT_shader_atomic_int64

Contributors
• Aaron Hagan, AMD
• Daniel Rakos, AMD
• Jeff Bolz, NVIDIA
• Neil Henning, Codeplay

Description
This extension advertises the SPIR-V Int64Atomics capability for Vulkan, which allows a shader to contain 64-bit atomic operations on signed and unsigned integers. The supported operations include OpAtomicMin, OpAtomicMax, OpAtomicAnd, OpAtomicOr, OpAtomicXor, OpAtomicAdd, OpAtomicExchange, and OpAtomicCompareExchange.

Promotion to Vulkan 1.2
All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. However, if Vulkan 1.2 is supported and this extension is not, the shaderBufferInt64Atomics capability is optional. The original type, enum and command names are still available as aliases of the core functionality.

New Structures
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  • VkPhysicalDeviceShaderAtomicInt64FeaturesKHR
New Enum Constants

- VK_KHR_SHADER_ATOMIC_INT64_EXTENSION_NAME
- VK_KHR_SHADER_ATOMIC_INT64_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_INT64_FEATURES_KHR

New SPIR-V Capabilities

- Int64Atomics

Version History

- Revision 1, 2018-07-05 (Aaron Hagan)
  - Internal revisions

VK_KHR_shader_draw_parameters

Name String

VK_KHR_shader_draw_parameters

Extension Type

Device extension

Registered Extension Number

64

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

None

SPIR-V Dependencies

- SPV_KHR_shader_draw_parameters

Deprecation State

Promoted to Vulkan 1.1

Contact

- Daniel Koch @dgkoch

Other Extension Metadata
Interactions and External Dependencies

- This extension provides API support for `GL_ARB_shader_draw_parameters`

Contributors

- Daniel Koch, NVIDIA Corporation
- Jeff Bolz, NVIDIA
- Daniel Rakos, AMD
- Jan-Harald Fredriksen, ARM
- John Kessenich, Google
- Stuart Smith, IMG

Description

This extension adds support for the following SPIR-V extension in Vulkan:

- `SPV_KHR_shader_draw_parameters`

The extension provides access to three additional built-in shader variables in Vulkan:

- `BaseInstance`, containing the `firstInstance` parameter passed to drawing commands,
- `BaseVertex`, containing the `firstVertex` or `vertexOffset` parameter passed to drawing commands, and
- `DrawIndex`, containing the index of the draw call currently being processed from an indirect drawing call.

When using GLSL source-based shader languages, the following variables from `GL_ARB_shader_draw_parameters` can map to these SPIR-V built-in decorations:

- `in int gl_BaseInstanceARB;` → `BaseInstance`,
- `in int gl_BaseVertexARB;` → `BaseVertex`, and
- `in int gl_DrawIDARB;` → `DrawIndex`.

Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1. However, the `shaderDrawParameters` feature bit was added to distinguish whether it is actually available or not.

New Enum Constants

- `VK_KHR_SHADER_DRAW_PARAMETERS_EXTENSION_NAME`
New Built-In Variables

- BaseInstance
- BaseVertex
- DrawIndex

New SPIR-V Capabilities

- DrawParameters

Issues

1) Is this the same functionality as GL_ARB_shader_draw_parameters?

RESOLVED: It is actually a superset, as it also adds in support for arrayed drawing commands.

In GL for GL_ARB_shader_draw_parameters, gl_BaseVertexARB holds the integer value passed to the parameter to the command that resulted in the current shader invocation. In the case where the command has no baseVertex parameter, the value of gl_BaseVertexARB is zero. This means that gl_BaseVertexARB = baseVertex (for glDrawElements commands with baseVertex) or 0. In particular there are no glDrawArrays commands that take a baseVertex parameter.

Now in Vulkan, we have BaseVertex = vertexOffset (for indexed drawing commands) or firstVertex (for arrayed drawing commands), and so Vulkan’s version is really a superset of GL functionality.

Version History

- Revision 1, 2016-10-05 (Daniel Koch)
  - Internal revisions

VK_KHR_shader_float16_int8

Name String

 VK_KHR_shader_float16_int8

Extension Type

Device extension

Registered Extension Number

83

Revision

1

Ratification Status

Ratified
Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

Deprecation State

• *Promoted* to Vulkan 1.2

Contact

• Alexander Galazin (@alegal-arm)

Other Extension Metadata

Last Modified Date

2018-03-07

Interactions and External Dependencies

• This extension interacts with VK_KHR_8bit_storage
• This extension interacts with VK_KHR_16bit_storage
• This extension interacts with VK_KHR_shader_float_controls
• This extension provides API support for GL_EXT_shader_explicit_arithmetic_types

IP Status

No known IP claims.

Contributors

• Alexander Galazin, Arm
• Jan-Harald Fredriksen, Arm
• Jeff Bolz, NVIDIA
• Graeme Leese, Broadcom
• Daniel Rakos, AMD

Description

The VK_KHR_shader_float16_int8 extension allows use of 16-bit floating-point types and 8-bit integer types in shaders for arithmetic operations.

It introduces two new optional features shaderFloat16 and shaderInt8 which directly map to the Float16 and the Int8 SPIR-V capabilities. The VK_KHR_shader_float16_int8 extension also specifies precision requirements for half-precision floating-point SPIR-V operations. This extension does not enable use of 8-bit integer types or 16-bit floating-point types in any shader input and output interfaces and therefore does not supersede the VK_KHR_8bit_storage or VK_KHR_16bit_storage extensions.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted.
However, if Vulkan 1.2 is supported and this extension is not, both the `shaderFloat16` and `shaderInt8` capabilities are optional. The original type, enum and command names are still available as aliases of the core functionality.

**New Structures**

- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceFloat16Int8FeaturesKHR`
  - `VkPhysicalDeviceShaderFloat16Int8FeaturesKHR`

**New Enum Constants**

- `VK_KHR_SHADER_FLOAT16_INT8_EXTENSION_NAME`
- `VK_KHR_SHADER_FLOAT16_INT8_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT16_INT8_FEATURES_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES_KHR`

**Version History**

- Revision 1, 2018-03-07 (Alexander Galazin)
  - Initial draft

**VK_KHR_shader_float_controls**

**Name String**

`VK_KHR_shader_float_controls`

**Extension Type**

Device extension

**Registered Extension Number**

198

**Revision**

4

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_get_physical_device_properties2`
  - or
  - Version 1.1
SPIR-V Dependencies
  • SPV_KHR_float_controls

Deprecation State
  • Promoted to Vulkan 1.2

Contact
  • Alexander Galazin Ôalegal-arm

Other Extension Metadata

Last Modified Date
  2018-09-11

IP Status
  No known IP claims.

Contributors
  • Alexander Galazin, Arm
  • Jan-Harald Fredriksen, Arm
  • Jeff Bolz, NVIDIA
  • Graeme Leese, Broadcom
  • Daniel Rakos, AMD

Description

The VK_KHR_shader_float_controls extension enables efficient use of floating-point computations through the ability to query and override the implementation’s default behavior for rounding modes, denormals, signed zero, and infinity.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures
  • Extending VkPhysicalDeviceProperties2:
    ◦ VkPhysicalDeviceFloatControlsPropertiesKHR

New Enums
  • VkShaderFloatControlsIndependenceKHR

New Enum Constants
  • VK_KHR_SHADER_FLOAT_CONTROLS_EXTENSION_NAME
  • VK_KHR_SHADER_FLOAT_CONTROLS_SPEC_VERSION
Extending `VkShaderFloatControlsIndependence`:
- `VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY_KHR`
- `VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_ALL_KHR`
- `VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE_KHR`

Extending `VkStructureType`:
- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES_KHR`

New SPIR-V Capabilities
- `DenormPreserve`
- `DenormFlushToZero`
- `SignedZeroInfNanPreserve`
- `RoundingModeRTE`
- `RoundingModeRTZ`

Issues

1) Which instructions must flush denorms?

**RESOLVED:** Only floating-point conversion, floating-point arithmetic, floating-point relational (except `OpIsNaN`, `OpIsInf`), and floating-point GLSL.std.450 extended instructions must flush denormals.

2) What is the denorm behavior for intermediate results?

**RESOLVED:** When a SPIR-V instruction is implemented as a sequence of other instructions:

- in the `DenormFlushToZero` execution mode, the intermediate instructions may flush denormals, the final result of the sequence **must** not be denormal.
- in the `DenormPreserve` execution mode, denormals must be preserved throughout the whole sequence.

3) Do denorm and rounding mode controls apply to `OpSpecConstantOp`?

**RESOLVED:** Yes, except when the opcode is `OpQuantizeToF16`.

4) The SPIR-V specification says that `OpConvertFToU` and `OpConvertFToS` unconditionally round towards zero. Do the rounding mode controls specified through the execution modes apply to them?

**RESOLVED:** No, these instructions unconditionally round towards zero.

5) Do any of the “Pack” GLSL.std.450 instructions count as conversion instructions and have the rounding mode applied?

**RESOLVED:** No, only instructions listed in “section 3.32.11. Conversion Instructions” of the SPIR-V specification count as conversion instructions.
6) When using inf/nan-ignore mode, what is expected of OpIsNan and OpIsInf?

**RESOLVED**: These instructions must always accurately detect inf/nan if it is passed to them.

**Version 4 API Incompatibility**

The original versions of `VK_KHR_shader_float_controls` shipped with booleans named “separateDenormSettings” and “separateRoundingModeSettings”, which at first glance could have indicated “they can all be set independently, or not”. However the spec language as written indicated that the 32-bit value could always be set independently, and only the 16- and 64-bit controls needed to be the same if these values were `VK_FALSE`.

As a result of this slight disparity, and lack of test coverage for this facet of the extension, we ended up with two different behaviors in the wild, where some implementations worked as written, and others worked based on the naming. As these are hard limits in hardware with reasons for exposure as written, it was not possible to standardize on a single way to make this work within the existing API.

No known users of this part of the extension exist in the wild, and as such the Vulkan WG took the unusual step of retroactively changing the once boolean value into a tri-state enum, breaking source compatibility. This was however done in such a way as to retain ABI compatibility, in case any code using this did exist; with the numerical values 0 and 1 retaining their original specified meaning, and a new value signifying the additional “all need to be set together” state. If any applications exist today, compiled binaries will continue to work as written in most cases, but will need changes before the code can be recompiled.

**Version History**

- Revision 4, 2019-06-18 (Tobias Hector)
  - Modified settings restrictions, see Version 4 API incompatibility
- Revision 3, 2018-09-11 (Alexander Galazin)
  - Minor restructuring
- Revision 2, 2018-04-17 (Alexander Galazin)
  - Added issues and resolutions
- Revision 1, 2018-04-11 (Alexander Galazin)
  - Initial draft

**VK_KHR_shader_integer_dot_product**

**Name String**

`VK_KHR_shader_integer_dot_product`

**Extension Type**

Device extension
Registered Extension Number
281

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

SPIR-V Dependencies
• SPV_KHR_integer_dot_product

Deprecation State
• Promoted to Vulkan 1.3

Contact
• Kevin Petit kpet

Extension Proposal
VK_KHR_shader_integer_dot_product

Other Extension Metadata

Last Modified Date
2021-06-16

Interactions and External Dependencies
• This extension interacts with VK_KHR_shader_float16_int8.

IP Status
No known IP claims.

Contributors
• Kévin Petit, Arm Ltd.
• Jeff Bolz, NVidia
• Spencer Fricke, Samsung
• Jesse Hall, Google
• John Kessenich, Google
• Graeme Leese, Broadcom
• Einar Hov, Arm Ltd.
• Stuart Brady, Arm Ltd.
• Pablo Cascon, Arm Ltd.
Description

This extension adds support for the integer dot product SPIR-V instructions defined in SPV_KHR_integer_dot_product. These instructions are particularly useful for neural network inference and training but find uses in other general-purpose compute applications as well.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceShaderIntegerDotProductFeaturesKHR

- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceShaderIntegerDotProductPropertiesKHR

New Enum Constants

- VK_KHR_SHADER_INTEGER_DOT_PRODUCT_EXTENSION_NAME
- VK_KHR_SHADER_INTEGER_DOT_PRODUCT_SPEC_VERSION

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_FEATURES_KHR
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_INTEGER_DOT_PRODUCT_PROPERTIES_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.

New SPIR-V Capabilities

- DotProductInputAllKHR
- DotProductInput4x8BitKHR
- DotProductInput4x8BitPackedKHR
- DotProductKHR

Version History

- Revision 1, 2021-06-16 (Kévin Petit)
  - Initial revision
VK_KHR_shader_non_semantic_info

Name String

VK_KHR_shader_non_semantic_info

Extension Type

Device extension

Registered Extension Number

294

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

None

SPIR-V Dependencies

• SPV_KHR_non_semantic_info

Deprecation State

• Promoted to Vulkan 1.3

Contact

• Baldur Karlsson baldurk

Other Extension Metadata

Last Modified Date

2019-10-16

IP Status

No known IP claims.

Contributors

• Baldur Karlsson, Valve

Description

This extension allows the use of the SPV_KHR_non_semantic_info extension in SPIR-V shader modules.

New Enum Constants

• VK_KHR_SHADER_NON_SEMANTIC_INFO_EXTENSION_NAME
• VK_KHR_SHADER_NON_SEMANTIC_INFO_SPEC_VERSION
Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3. Because the extension has no API controlling its functionality, this results only in a change to the SPIR-V Extensions table.

Version History

- Revision 1, 2019-10-16 (Baldur Karlsson)
  - Initial revision

VK_KHR_shader_subgroup_extended_types

**Name String**

`VK_KHR_shader_subgroup_extended_types`

**Extension Type**

Device extension

**Registered Extension Number**

176

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

Version 1.1

**Deprecation State**

- Promoted to Vulkan 1.2

**Contact**

- Neil Henning (sheredom)

**Other Extension Metadata**

**Last Modified Date**

2019-01-08

**IP Status**

No known IP claims.

**Interactions and External Dependencies**

- This extension provides API support for `GLSL_EXT_shader_subgroup_extended_types`

**Contributors**

- Jeff Bolz, NVIDIA
Description

This extension enables the Non Uniform Group Operations in SPIR-V to support 8-bit integer, 16-bit integer, 64-bit integer, 16-bit floating-point, and vectors of these types.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceShaderSubgroupExtendedTypesFeaturesKHR`

New Enum Constants

- `VK_KHR_SHADER_SUBGROUP_EXTENDED_TYPES_EXTENSION_NAME`
- `VK_KHR_SHADER_SUBGROUP_EXTENDED_TYPES_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_EXTENDED_TYPES_FEATURES_KHR`

Version History

- Revision 1, 2019-01-08 (Neil Henning)
  - Initial draft

**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
or
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`:

- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES_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, 2020-08-11 (Jesse Hall)

**VK_KHR_spirv_1_4**

**Name String**

```
VK_KHR_spirv_1_4
```

**Extension Type**

Device extension

**Registered Extension Number**

237

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- Version 1.1
  - and
  - `VK_KHR_shader_float_controls`

**Deprecation State**

- *Promoted* to Vulkan 1.2

**Contact**

- Jesse Hall [critsec](https://github.com/critsec)
Description

This extension allows the use of SPIR-V 1.4 shader modules. SPIR-V 1.4's new features primarily make it an easier target for compilers from high-level languages, rather than exposing new hardware functionality.

SPIR-V 1.4 incorporates features that are also available separately as extensions. SPIR-V 1.4 shader modules do not need to enable those extensions with the `OpExtension` opcode, since they are integral parts of SPIR-V 1.4.

SPIR-V 1.4 introduces new floating point execution mode capabilities, also available via `SPV_KHR_float_controls`. Implementations are not required to support all of these new capabilities; support can be queried using `VkPhysicalDeviceFloatControlsPropertiesKHR` from the `VK_KHR_shader_float_controls` extension.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Enum Constants

- `VK_KHR_SPIRV_1_4_EXTENSION_NAME`
- `VK_KHR_SPIRV_1_4_SPEC_VERSION`

Issues

1. Should we have an extension specific to this SPIR-V version, or add a version-generic query for SPIR-V version? SPIR-V 1.4 does not need any other API changes.
**RESOLVED:** Just expose SPIR-V 1.4.

Most new SPIR-V versions introduce optionally-required capabilities or have implementation-defined limits, and would need more API and specification changes specific to that version to make them available in Vulkan. For example, to support the subgroup capabilities added in SPIR-V 1.3 required introducing `VkPhysicalDeviceSubgroupProperties` to allow querying the supported group operation categories, maximum supported subgroup size, etc. While we could expose the parts of a new SPIR-V version that do not need accompanying changes generically, we will still end up writing extensions specific to each version for the remaining parts. Thus the generic mechanism will not reduce future spec-writing effort. In addition, making it clear which parts of a future version are supported by the generic mechanism and which cannot be used without specific support would be difficult to get right ahead of time.

2. Can different stages of the same pipeline use shaders with different SPIR-V versions?

**RESOLVED:** Yes.

Mixing SPIR-V versions 1.0-1.3 in the same pipeline has not been disallowed, so it would be inconsistent to disallow mixing 1.4 with previous versions. SPIR-V 1.4 does not introduce anything that should cause new difficulties here.

3. Must Vulkan extensions corresponding to SPIR-V extensions that were promoted to core in 1.4 be enabled in order to use that functionality in a SPIR-V 1.4 module?

**RESOLVED:** No, with caveats.

The SPIR-V 1.4 module does not need to declare the SPIR-V extensions, since the functionality is now part of core, so there is no need to enable the Vulkan extension that allows SPIR-V modules to declare the SPIR-V extension. However, when the functionality that is now core in SPIR-V 1.4 is optionally supported, the query for support is provided by a Vulkan extension, and that query can only be used if the extension is enabled.

This applies to any SPIR-V version; specifically for SPIR-V 1.4 this only applies to the functionality from `SPV_KHR_float_controls`, which was made available in Vulkan by `VK_KHR_shader_float_controls`. Even though the extension was promoted in SPIR-V 1.4, the capabilities are still optional in implementations that support `VK_KHR_spirv_1_4`.

A SPIR-V 1.4 module does not need to enable `SPV_KHR_float_controls` in order to use the capabilities, so if the application has *a priori* knowledge that the implementation supports the capabilities, it does not need to enable `VK_KHR_shader_float_controls`. However, if it does not have this knowledge and has to query for support at runtime, it must enable `VK_KHR_shader_float_controls` in order to use `VkPhysicalDeviceFloatControlsPropertiesKHR`.

**Version History**

- Revision 1, 2019-04-01 (Jesse Hall)
  - Internal draft versions
VK_KHR_storage_buffer_storage_class

Name String
VK_KHR_storage_buffer_storage_class

Extension Type
Device extension

Registered Extension Number
132

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
None

SPIR-V Dependencies
• SPV_KHR_storage_buffer_storage_class

Deprecation State
• Promoted to Vulkan 1.1

Contact
• Alexander Galazin alegal-arm

Other Extension Metadata

Last Modified Date
2017-09-05

IP Status
No known IP claims.

Contributors
• Alexander Galazin, ARM
• David Neto, Google

Description
This extension adds support for the following SPIR-V extension in Vulkan:
• SPV_KHR_storage_buffer_storage_class

This extension provides a new SPIR-V StorageBuffer storage class. A Block-decorated object in this class is equivalent to a BufferBlock-decorated object in the Uniform storage class.
Promotion to Vulkan 1.1

All functionality in this extension is included in core Vulkan 1.1.

New Enum Constants

- VK_KHR_STORAGE_BUFFER_STORAGE_CLASS_EXTENSION_NAME
- VK_KHR_STORAGE_BUFFER_STORAGE_CLASS_SPEC_VERSION

Version History

- Revision 1, 2017-03-23 (Alexander Galazin)
  ◦ Initial draft

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**
• Tobias Hector Tobias Hector

**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.

• Where two synchronization commands need to be matched up (queue transfer operations, events), the dependency information specified in each place must now match completely for consistency.

• 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
If VK_EXT_transform_feedback is supported:

- Extending VkAccessFlagBits2:
  - VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT
  - VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT
  - VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT

- Extending VkPipelineStageFlagBits2:
  - VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT

If VK_KHR_acceleration_structure is supported:

- Extending VkAccessFlagBits2:
  - VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR
  - VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR

- Extending VkPipelineStageFlagBits2:
  - VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR

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

If VK_KHR_ray_tracing_pipeline is supported:

- Extending VkPipelineStageFlagBits2:
  - VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_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_timeline_semaphore

Name String

VK_KHR_timeline_semaphore

Extension Type

Device extension

Registered Extension Number

208

Revision

2

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

Deprecation State

- Promoted to Vulkan 1.2

Contact

- Faith Ekstrand 🗣gfxstrand

Other Extension Metadata

Last Modified Date

2019-06-12

IP Status

No known IP claims.

Interactions and External Dependencies

- This extension interacts with VK_KHR_external_semaphore_capabilities
- This extension interacts with VK_KHR_external_semaphore
- This extension interacts with VK_KHR_external_semaphore_win32

Contributors

- Jeff Bolz, NVIDIA
Description

This extension introduces a new type of semaphore that has an integer payload identifying a point in a timeline. Such timeline semaphores support the following operations:

- Host query - A host operation that allows querying the payload of the timeline semaphore.
- Host wait - A host operation that allows a blocking wait for a timeline semaphore to reach a specified value.
- Host signal - A host operation that allows advancing the timeline semaphore to a specified value.
- Device wait - A device operation that allows waiting for a timeline semaphore to reach a specified value.
- Device signal - A device operation that allows advancing the timeline semaphore to a specified value.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Commands

- `vkGetSemaphoreCounterValueKHR`
- `vkSignalSemaphoreKHR`
- `vkWaitSemaphoresKHR`

New Structures

- `VkSemaphoreSignalInfoKHR`
- `VkSemaphoreWaitInfoKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceTimelineSemaphoreFeaturesKHR`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceTimelineSemaphorePropertiesKHR`
• Extending VkSemaphoreCreateInfo, VkPhysicalDeviceExternalSemaphoreInfo:
  ◦ VkSemaphoreTypeCreateInfoKHR
• Extending VkSubmitInfo, VkBindSparseInfo:
  ◦ VkTimelineSemaphoreSubmitInfoKHR

New Enums
• VkSemaphoreTypeKHR
• VkSemaphoreWaitFlagBitsKHR

New Bitmasks
• VkSemaphoreWaitFlagsKHR

New Enum Constants
• VK_KHR_TIMELINE_SEMAPHORE_EXTENSION_NAME
• VK_KHR_TIMELINE_SEMAPHORE_SPEC_VERSION
• Extending VkSemaphoreType:
  ◦ VK_SEMAPHORE_TYPE_BINARY_KHR
  ◦ VK_SEMAPHORE_TYPE_TIMELINE_KHR
• Extending VkSemaphoreWaitFlagBits:
  ◦ VK_SEMAPHORE_WAIT_ANY_BIT_KHR
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_FEATURES_KHR
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_PROPERTIES_KHR
  ◦ VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_SEMAPHORE_WAIT_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_TIMELINE_SEMAPHORE_SUBMIT_INFO_KHR

Issues

1) Do we need a new object type for this?

**RESOLVED**: No, we just introduce a new type of semaphore object, as VK_KHR_external_semaphore_win32 already uses semaphores as the destination for importing D3D12 fence objects, which are semantically close/identical to the proposed synchronization primitive.

2) What type of payload the new synchronization primitive has?

**RESOLVED**: A 64-bit unsigned integer that can only be set to strictly increasing values by signal operations and is not changed by wait operations.
3) Does the new synchronization primitive have the same signal-before-wait requirement as the existing semaphores do?

**RESOLVED:** No. Timeline semaphores support signaling and waiting entirely asynchronously. It is the responsibility of the client to avoid deadlock.

4) Does the new synchronization primitive allow resetting its payload?

**RESOLVED:** No, allowing the payload value to “go backwards” is problematic. Applications looking for reset behavior should create a new instance of the synchronization primitive instead.

5) How do we enable host waits on the synchronization primitive?

**RESOLVED:** Both a non-blocking query of the current payload value of the synchronization primitive, and a blocking wait operation are provided.

6) How do we enable device waits and signals on the synchronization primitive?

**RESOLVED:** Similar to `VK_KHR_external_semaphore_win32`, this extension introduces a new structure that can be chained to ` VkSubmitInfo` to specify the values signaled semaphores should be set to, and the values waited semaphores need to reach.

7) Can the new synchronization primitive be used to synchronize presentation and swapchain image acquisition operations?

**RESOLVED:** Some implementations may have problems with supporting that directly, thus it is not allowed in this extension.

8) Do we want to support external sharing of the new synchronization primitive type?

**RESOLVED:** Yes. Timeline semaphore specific external sharing capabilities can be queried using `vkGetPhysicalDeviceExternalSemaphoreProperties` by chaining the new `VkSemaphoreTypeCreateInfoKHR` structure to its `pExternalSemaphoreInfo` structure. This allows having a different set of external semaphore handle types supported for timeline semaphores vs. binary semaphores.

9) Do we need to add a host signal operation for the new synchronization primitive type?

**RESOLVED:** Yes. This helps in situations where one host thread submits a workload but another host thread has the information on when the workload is ready to be executed.

10) How should the new synchronization primitive interact with the ordering requirements of the original `VkSemaphore`?

**RESOLVED:** Prior to calling any command which **may** cause a wait operation on a binary semaphore, the client **must** ensure that the semaphore signal operation that has been submitted for execution and any semaphore signal operations on which it depends (if any) **must** have also been submitted for execution.

11) Should we have separate feature bits for different sub-features of timeline semaphores?

**RESOLVED:** No. The only feature which cannot be supported universally is timeline semaphore
import/export. For import/export, the client is already required to query available external handle types via `vkGetPhysicalDeviceExternalSemaphoreProperties` and provide the semaphore type by adding a `VkSemaphoreTypeCreateInfoKHR` structure to the `pNext` chain of `VkPhysicalDeviceExternalSemaphoreInfo` so no new feature bit is required.

**Version History**

- Revision 1, 2018-05-10 (Faith Ekstrand)
  - Initial version
- Revision 2, 2019-06-12 (Faith Ekstrand)
  - Added an `initialValue` parameter to timeline semaphore creation

**VK_KHR_uniform_buffer_standard_layout**

**Name String**

`VK_KHR_uniform_buffer_standard_layout`

**Extension Type**

Device extension

**Registered Extension Number**

254

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_get_physical_device_properties2`
  - or
  - `Version 1.1`

**Deprecation State**

- *Promoted* to Vulkan 1.2

**Contact**

- Graeme Leese [gnl21](#)

**Other Extension Metadata**

**Last Modified Date**

2019-01-25

**Contributors**

- Graeme Leese, Broadcom
Description

This extension enables tighter array and struct packing to be used with uniform buffers.

It modifies the alignment rules for uniform buffers, allowing for tighter packing of arrays and structures. This allows, for example, the std430 layout, as defined in GLSL to be supported in uniform buffers.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceUniformBufferStandardLayoutFeaturesKHR`

New Enum Constants

- `VK_KHR_UNIFORM_BUFFER_STANDARD_LAYOUT_EXTENSION_NAME`
- `VK_KHR_UNIFORM_BUFFER_STANDARD_LAYOUT_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_UNIFORM_BUFFER_STANDARD_LAYOUT_FEATURES_KHR`

Version History

- Revision 1, 2019-01-25 (Graeme Leese)
  - Initial draft

**VK_KHR_variable_pointers**

Name String

`VK_KHR_variable_pointers`

Extension Type

Device extension

Registered Extension Number

121
Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
- `VK_KHR_get_physical_device_properties2`
  and
- `VK_KHR_storage_buffer_storage_class`
  or
  Version 1.1

SPIR-V Dependencies
- `SPV_KHR_variable_pointers`

Deprecation State
- Promoted to Vulkan 1.1

Contact
- Jesse Hall @critsec

Other Extension Metadata

Last Modified Date
2017-09-05

IP Status
No known IP claims.

Contributors
- John Kessenich, Google
- Neil Henning, Codeplay
- David Neto, Google
- Daniel Koch, Nvidia
- Graeme Leese, Broadcom
- Weifeng Zhang, Qualcomm
- Stephen Clarke, Imagination Technologies
- Faith Ekstrand, Intel
- Jesse Hall, Google

Description
The `VK_KHR_variable_pointers` extension allows implementations to indicate their level of support for the `SPV_KHR_variable_pointers` SPIR-V extension. The SPIR-V extension allows shader modules to use invocation-private pointers into uniform and/or storage buffers, where the pointer values can
be dynamic and non-uniform.

The \texttt{SPV_KHR_variable_pointers} extension introduces two capabilities. The first, \texttt{VariablePointersStorageBuffer}, must be supported by all implementations of this extension. The second, \texttt{VariablePointers}, is optional.

**Promotion to Vulkan 1.1**

All functionality in this extension is included in core Vulkan 1.1, with the KHR suffix omitted, however support for the \texttt{variablePointersStorageBuffer} feature is made optional. The original type, enum and command names are still available as aliases of the core functionality.

**New Structures**

- Extending \texttt{VkPhysicalDeviceFeatures2, VkDeviceCreateInfo}:
  - \texttt{VkPhysicalDeviceVariablePointerFeaturesKHR}
  - \texttt{VkPhysicalDeviceVariablePointersFeaturesKHR}

**New Enum Constants**

- \texttt{VK_KHR_VARIABLE_POINTERS_EXTENSION_NAME}
- \texttt{VK_KHR_VARIABLE_POINTERS_SPEC_VERSION}
- Extending \texttt{VkStructureType}:
  - \texttt{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTERS_FEATURES_KHR}
  - \texttt{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTER_FEATURES_KHR}

**New SPIR-V Capabilities**

- \texttt{VariablePointers}
- \texttt{VariablePointersStorageBuffer}

**Issues**

1) Do we need an optional property for the SPIR-V \texttt{VariablePointersStorageBuffer} capability or should it be mandatory when this extension is advertised?

**RESOLVED:** Add it as a distinct feature, but make support mandatory. Adding it as a feature makes the extension easier to include in a future core API version. In the extension, the feature is mandatory, so that presence of the extension guarantees some functionality. When included in a core API version, the feature would be optional.

2) Can support for these capabilities vary between shader stages?

**RESOLVED:** No, if the capability is supported in any stage it must be supported in all stages.

3) Should the capabilities be features or limits?

**RESOLVED:** Features, primarily for consistency with other similar extensions.
Version History

- Revision 1, 2017-03-14 (Jesse Hall and John Kessenich)
  - Internal revisions

VK_KHR_vulkan_memory_model

Name String

VK_KHR_vulkan_memory_model

Extension Type

Device extension

Registered Extension Number

212

Revision

3

Ratification Status

Ratified

Extension and Version Dependencies

- VK_KHR_get_physical_device_properties2
- or
- Version 1.1

SPIR-V Dependencies

- SPV_KHR_vulkan_memory_model

Deprecation State

- Promoted to Vulkan 1.2

Contact

- Jeff Bolz jeffbolznv

Other Extension Metadata

Last Modified Date

2018-12-10

IP Status

No known IP claims.

Contributors

- Jeff Bolz, NVIDIA
- Alan Baker, Google
- Tobias Hector, AMD
Description

The `VK_KHR_vulkan_memory_model` extension allows use of the features guarded by the `VulkanMemoryModel`, `VulkanMemoryModelDeviceScope`, and `VulkanMemoryModelAvailabilityVisibilityChains` capabilities in shader modules. The Vulkan Memory Model formally defines how to synchronize memory accesses to the same memory locations performed by multiple shader invocations.

Note

Version 3 of the spec added a member `(vulkanMemoryModelAvailabilityVisibilityChains)` to `VkPhysicalDeviceVulkanMemoryModelFeaturesKHR`, which is an incompatible change from version 2.

Promotion to Vulkan 1.2

All functionality in this extension is included in core Vulkan 1.2, with the KHR suffix omitted. However, if Vulkan 1.2 is supported and this extension is not, the `vulkanMemoryModel` capability is optional. The original type, enum and command names are still available as aliases of the core functionality.

New Structures

- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceVulkanMemoryModelFeaturesKHR`

New Enum Constants

- `VK_KHR_VULKAN_MEMORY_MODEL_EXTENSION_NAME`
- `VK_KHR_VULKAN_MEMORY_MODEL_SPEC_VERSION`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_MEMORY_MODEL_FEATURES_KHR`

New SPIR-V Capabilities

- `VulkanMemoryModelKHR`

Version History

- Revision 1, 2018-06-24 (Jeff Bolz)
  - Initial draft
- Revision 3, 2018-12-10 (Jeff Bolz)
Add vulkanMemoryModelAvailabilityVisibilityChains member to the VkPhysicalDeviceVulkanMemoryModelFeaturesKHR structure.

**VK_KHR_zero_initialize_workgroup_memory**

**Name String**

VK_KHR_zero_initialize_workgroup_memory

**Extension Type**

Device extension

**Registered Extension Number**

326

**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**

- Alan Baker alan-baker

**Other Extension Metadata**

**Last Modified Date**

2020-11-18

**IP Status**

No known IP claims.

**Contributors**

- Alan Baker, Google
- Jeff Bolz, Nvidia
- Faith Ekstrand, Intel

**Description**

This extension allows the use of a null constant initializer on shader Workgroup memory variables, allowing implementations to expose any special hardware or instructions they may have. Zero
initialization is commonly used by applications running untrusted content (e.g. web browsers) as way of defeating memory-scraping attacks.

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceZeroInitializeWorkgroupMemoryFeaturesKHR`

New Enum Constants

- `VK_KHR_ZERO_INITIALIZE_WORKGROUP_MEMORY_EXTENSION_NAME`
- `VK_KHR_ZERO_INITIALIZE_WORKGROUP_MEMORY_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ZERO_INITIALIZE_WORKGROUP_MEMORY_FEATURES_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, 2020-11-18 (Alan Baker)
  - Internal draft version

**VK_EXT_load_store_op_none**

Name String

`VK_EXT_load_store_op_none`

Extension Type

Device extension

Registered Extension Number

401

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

None

Deprecation State

- *Promoted* to `VK_KHR_load_store_op_none` extension
Description

This extension incorporates `VK_ATTACHMENT_STORE_OP_NONE_EXT` from `VK_QCOM_render_pass_store_ops`, enabling applications to avoid unnecessary synchronization when an attachment is not written during a render pass.

Additionally, `VK_ATTACHMENT_LOAD_OP_NONE_EXT` is introduced to avoid unnecessary synchronization when an attachment is not used during a render pass at all. In combination with `VK_ATTACHMENT_STORE_OP_NONE_EXT`, this is useful as an alternative to preserve attachments in applications that cannot decide if an attachment will be used in a render pass until after the necessary pipelines have been created.

Promotion to `VK_KHR_load_store_op_none`

All functionality in this extension is included in `VK_KHR_load_store_op_none`, with the suffix changed to KHR. The original enum names are still available as aliases of the KHR functionality.

New Enum Constants

- `VK_EXT_LOAD_STORE_OP_NONE_EXTENSION_NAME`
- `VK_EXT_LOAD_STORE_OP_NONE_SPEC_VERSION`
- Extending `VkAttachmentLoadOp`:
  - `VK_ATTACHMENT_LOAD_OP_NONE_EXT`
- Extending `VkAttachmentStoreOp`:
  - `VK_ATTACHMENT_STORE_OP_NONE_EXT`

Version History

- Revision 1, 2021-06-06 (Shahbaz Youssefi)
  - Initial revision, based on `VK_QCOM_render_pass_store_ops`.
  - Added `VK_ATTACHMENT_LOAD_OP_NONE_EXT`. 
Appendix F: Vulkan Roadmap Milestones

Roadmap milestones are intended to be supported by mid-to-high-end smartphones, tablets, laptops, consoles, and desktop devices.

Each milestone indicates support for a set of extensions, features, limits, and formats across these devices, and should be supported by all such new hardware shipping by the end of the target year or shortly thereafter.

Roadmap 2022

The Roadmap 2022 milestone is intended to be supported by newer mid-to-high-end devices shipping in 2022 or shortly thereafter across mainstream smartphone, tablet, laptops, console and desktop devices.

Required API Versions

This profile requires Vulkan 1.3.

Required Features

The following core optional features are required to be supported:

- Vulkan 1.0 Optional Features
  - fullDrawIndexUint32
  - imageCubeArray
  - independentBlend
  - sampleRateShading
  - drawIndirectFirstInstance
  - depthClamp
  - depthBiasClamp
  - samplerAnisotropy
  - occlusionQueryPrecise
  - fragmentStoresAndAtomics
  - shaderStorageImageExtendedFormats
  - shaderUniformBufferArrayDynamicIndexing
  - shaderSampledImageArrayDynamicIndexing
  - shaderStorageBufferArrayDynamicIndexing
  - shaderStorageImageArrayDynamicIndexing
- Vulkan 1.1 Optional Features
  - samplerYcbcrConversion
• Vulkan 1.2 Optional Features
  - samplerMirrorClampToEdge
  - descriptorIndexing
  - shaderUniformTexelBufferArrayDynamicIndexing
  - shaderStorageTexelBufferArrayDynamicIndexing
  - shaderUniformBufferArrayNonUniformIndexing
  - shaderSampledImageArrayNonUniformIndexing
  - shaderStorageBufferArrayNonUniformIndexing
  - shaderStorageImageArrayNonUniformIndexing
  - shaderUniformTexelBufferArrayNonUniformIndexing
  - descriptorBindingSampledImageUpdateAfterBind
  - descriptorBindingStorageImageUpdateAfterBind
  - descriptorBindingStorageBufferUpdateAfterBind
  - descriptorBindingUniformTexelBufferUpdateAfterBind
  - descriptorBindingStorageTexelBufferUpdateAfterBind
  - descriptorBindingUpdateUnusedWhilePending
  - descriptorBindingPartiallyBound
  - descriptorBindingVariableDescriptorCount
  - runtimeDescriptorArray
  - scalarBlockLayout

Required Limits

The following core increased limits are required

Table 90. Vulkan 1.0 Limits

<table>
<thead>
<tr>
<th>Limit Name</th>
<th>Unsupported Limit</th>
<th>Core Limit</th>
<th>Profile Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxImageDimension1D</td>
<td>-</td>
<td>4096</td>
<td>8192</td>
<td>min</td>
</tr>
<tr>
<td>maxImageDimension2D</td>
<td>-</td>
<td>4096</td>
<td>8192</td>
<td>min</td>
</tr>
<tr>
<td>maxImageDimensionCube</td>
<td>-</td>
<td>4096</td>
<td>8192</td>
<td>min</td>
</tr>
<tr>
<td>maxImageArrayLayers</td>
<td>-</td>
<td>256</td>
<td>2048</td>
<td>min</td>
</tr>
<tr>
<td>maxUniformBufferRange</td>
<td>-</td>
<td>16384</td>
<td>65536</td>
<td>min</td>
</tr>
<tr>
<td>bufferImageGranularity</td>
<td>-</td>
<td>131072</td>
<td>4096</td>
<td>max</td>
</tr>
<tr>
<td>maxPerStageDescriptorSamplers</td>
<td>-</td>
<td>16</td>
<td>64</td>
<td>min</td>
</tr>
<tr>
<td>Limit Name</td>
<td>Unsupported Limit</td>
<td>Core Limit</td>
<td>Profile Limit</td>
<td>Limit Type¹</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-------------------</td>
<td>------------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>maxPerStageDescriptorUniformBuffers</td>
<td>-</td>
<td>12</td>
<td>15</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageBuffers</td>
<td>-</td>
<td>4</td>
<td>30</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorSampledImages</td>
<td>-</td>
<td>16</td>
<td>200</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageImages</td>
<td>-</td>
<td>4</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxPerStageResources</td>
<td>-</td>
<td>128</td>
<td>200</td>
<td>min</td>
</tr>
<tr>
<td>maxDescriptorSetSamplers</td>
<td>-</td>
<td>96</td>
<td>576</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetUniformBuffers</td>
<td>-</td>
<td>72</td>
<td>90</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetStorageBuffers</td>
<td>-</td>
<td>24</td>
<td>96</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetSampledImages</td>
<td>-</td>
<td>96</td>
<td>1800</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxDescriptorSetStorageImages</td>
<td>-</td>
<td>24</td>
<td>144</td>
<td>min, n × PerStage</td>
</tr>
<tr>
<td>maxFragmentCombinedOutputResources</td>
<td>-</td>
<td>4</td>
<td>16</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupInvocations</td>
<td>-</td>
<td>128</td>
<td>256</td>
<td>min</td>
</tr>
<tr>
<td>maxComputeWorkGroupSize</td>
<td>-</td>
<td>(128,128,64)</td>
<td>(256,256,64)</td>
<td>min</td>
</tr>
<tr>
<td>subTexelPrecisionBits</td>
<td>-</td>
<td>4</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>mipmapPrecisionBits</td>
<td>-</td>
<td>4</td>
<td>6</td>
<td>min</td>
</tr>
<tr>
<td>maxSamplerLodBias</td>
<td>-</td>
<td>2</td>
<td>14</td>
<td>min</td>
</tr>
<tr>
<td>pointSizeGranularity</td>
<td>0.0</td>
<td>1.0</td>
<td>0.125</td>
<td>max, fixed point increment</td>
</tr>
<tr>
<td>lineWidthGranularity</td>
<td>0.0</td>
<td>1.0</td>
<td>0.5</td>
<td>max, fixed point increment</td>
</tr>
<tr>
<td>standardSampleLocations</td>
<td>-</td>
<td>-</td>
<td>VK_TRUE</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>maxColorAttachments</td>
<td>-</td>
<td>4</td>
<td>7</td>
<td>min</td>
</tr>
</tbody>
</table>

*Table 91. Vulkan 1.1 Limits*
<table>
<thead>
<tr>
<th>Limit Name</th>
<th>Unsupported Limit</th>
<th>Core Limit</th>
<th>Profile Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>subgroupSize</td>
<td>-</td>
<td>1/4</td>
<td>4</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>subgroupSupportedStages</td>
<td>-</td>
<td>VK_SHADER_STAGE_COMPUTE_BIT</td>
<td>VK_SHADER_STAGE_COMPUTE_BIT</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>subgroupSupportedOperations</td>
<td>-</td>
<td>VK_SUBGROUP_FEATURE_BASIC_BIT</td>
<td>VK_SUBGROUP_FEATURE_BASIC_BIT</td>
<td>implementation-dependent</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Limit Name</th>
<th>Unsupported Limit</th>
<th>Core Limit</th>
<th>Profile Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>shaderSignedZeroInfNanPreserveFloat16</td>
<td>-</td>
<td>-</td>
<td>VK_TRUE</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>shaderSignedZeroInfNanPreserveFloat32</td>
<td>-</td>
<td>-</td>
<td>VK_TRUE</td>
<td>implementation-dependent</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindInputAttachments</td>
<td>0</td>
<td>4</td>
<td>7</td>
<td>min</td>
</tr>
</tbody>
</table>

Table 92. Vulkan 1.2 Limits

Table 93. Vulkan 1.3 Limits
<table>
<thead>
<tr>
<th>Limit Name</th>
<th>Unsupported Limit</th>
<th>Core Limit</th>
<th>Profile Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxSubgroupSize</td>
<td>-</td>
<td>-</td>
<td>4</td>
<td>min</td>
</tr>
</tbody>
</table>

**Required Extensions**

The following extensions are **required**

VK_KHR_global_priority

**Roadmap 2024**

The Roadmap 2024 milestone is intended to be supported by newer mid-to-high-end devices shipping in 2024 or shortly thereafter across mainstream smartphone, tablet, laptops, console and desktop devices.

Two of the core aims of this roadmap profile are to enable developers to rely on a number of important rasterization and shader features have been available for a long time, but until now have not enjoyed wide support.

Shader features required include smaller types (8/16-bit integers and 16-bit floats), reconvergence guarantees for subgroup ops (VK_KHR_shader_maximal_reconvergence and VK_KHR_shader_quad_control), and more consistent floating point handling (VK_KHR_shader_float_controls2 and round-to-nearest-even for 32-/16-bit floats). Rasterization features include requiring support for multi-draw indirect, shader draw parameters, 8-bit indices, better line rasterization definitions, and local reads when using dynamic rendering. A few other features have been added opportunistically, in lieu of shipping a Vulkan 1.4 in the same time frame, such as push descriptors and the various minor improvements included in VK_KHR_maintenance5.

**Required Profiles**

This profile requires the Roadmap 2022 profile.

**Required Features**

The following core optional features are required to be supported:

- **Vulkan 1.0 Optional Features**
  - multiDrawIndirect
  - shaderImageGatherExtended
  - shaderInt16
- **Vulkan 1.1 Optional Features**
  - shaderDrawParameters
  - storageBuffer16BitAccess
• Vulkan 1.2 Optional Features
  ◦ shaderInt8
  ◦ shaderFloat16
  ◦ storageBuffer8BitAccess

Required Limits

The following core increased limits are required

Table 94. Vulkan 1.0 Limits

<table>
<thead>
<tr>
<th>Limit Name</th>
<th>Unsupported Limit</th>
<th>Core Limit</th>
<th>Profile Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxBoundDescriptorSets</td>
<td>-</td>
<td>4</td>
<td>7</td>
<td>min</td>
</tr>
<tr>
<td>maxColorAttachments</td>
<td>-</td>
<td>4</td>
<td>8</td>
<td>min</td>
</tr>
<tr>
<td>timestampComputeAndGraphics</td>
<td>-</td>
<td>FALSE</td>
<td>TRUE</td>
<td>Boolean</td>
</tr>
</tbody>
</table>

Table 95. Vulkan 1.2 Limits

<table>
<thead>
<tr>
<th>Limit Name</th>
<th>Unsupported Limit</th>
<th>Core Limit</th>
<th>Profile Limit</th>
<th>Limit Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>shaderRoundingModeRTEFloat16</td>
<td>-</td>
<td>FALSE</td>
<td>TRUE</td>
<td>Boolean</td>
</tr>
<tr>
<td>shaderRoundingModeRTEFloat32</td>
<td>-</td>
<td>FALSE</td>
<td>TRUE</td>
<td>Boolean</td>
</tr>
</tbody>
</table>

Required extensions

The following extensions are required

• VK_KHR_dynamic_rendering_local_read
• VK_KHR_load_store_op_none
• VK_KHR_shader_quad_control
• VK_KHR_shader_maximal_reconvergence
• VK_KHR_shader_subgroup_uniform_control_flow
• VK_KHR_shader_subgroup_rotate
• VK_KHR_shader_float_controls2
• VK_KHR_shader_expect_assume
• VK_KHR_line_rasterization
• VK_KHR_vertex_attribute_divisor
• VK_KHR_index_type_uint8
• VK_KHR_map_memory2
• VK_KHR_maintenance5
• VK_KHR_push_descriptor
Appendix G: 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/vulkan/#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.h (Informative)

Applications normally will include the header vulkan.h. In turn, vulkan.h always includes the following headers:

• vk_platform.h, defining platform-specific macros and headers.
• vulkan_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.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 declara-
tions. 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_core.h**

Applications that do not make use of window system-specific extensions may simply include
vulkan_core.h instead of vulkan.h, although there is usually no reason to do so. In addition to the
Vulkan API, vulkan_core.h also defines a small number of C preprocessor macros that are described
below.

**Vulkan Header File Version Number**

**VK_HEADER_VERSION** is the version number of the vulkan_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 283
```

**VK_HEADER_VERSION_COMPLETE** is the complete version number of the vulkan_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 VkApplicationInfo::apiVersion. Instead applications
should explicitly select a specific fixed major/minor API version using, for example, one of the `VK_API_VERSION_*` values.

```c
// Provided by VK_VERSION_1_0
// Complete version of this file
#define VK_HEADER_VERSION_COMPLETE VK_MAKE_API_VERSION(0, 1, 3, VK_HEADER_VERSION)
```

**VK_API_VERSION** is now commented out of `vulkan_core.h` and **cannot** be used.

```c
// Provided by VK_VERSION_1_0
// DEPRECATED: This define has been removed. Specific version defines (e.g. VK_API_VERSION_1_0), or the VK_MAKE_VERSION macro, should be used instead.
// #define VK_API_VERSION VK_MAKE_API_VERSION(0, 1, 0, 0) // Patch version should always be set to 0
```

**Vulkan Handle Macros**

**VK_DEFINE_HANDLE** defines a **dispatchable handle** type.

```c
// Provided by VK_VERSION_1_0
#endif
#define VK_DEFINE_HANDLE(object) typedef struct object##_T* object;
```

- **object** is the name of the resulting C type.

The only dispatchable handle types are those related to device and instance management, such as `VkDevice`.

**VK_DEFINE_NON_DISPATCHABLE_HANDLE** defines a **non-dispatchable handle** type.

```c
// 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
```

- **object** is the name of the resulting C type.

Most Vulkan handle types, such as `VkBuffer`, are non-dispatchable.

**Note**
The `vulkan_core.h` header allows the `VK_DEFINE_NON_DISPATCHABLE_HANDLE` and `VK_NULL_HANDLE` definitions to be overridden by the application. If `VK_DEFINE_NON_DISPATCHABLE_HANDLE` is already defined when `vulkan_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
#ifndef VK_NULL_HANDLE
    #define VK_NULL_HANDLE 0
#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
```
The `vulkan_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.

This macro was introduced starting with the Vulkan 1.2.174 headers, and its availability can be checked at compile time by requiring `VK_HEADER_VERSION >= 174`.

It is not available if you are using older headers, such as may be shipped with an older Vulkan SDK. Developers requiring this functionality may wish to include a copy of the current Vulkan headers with their project in this case.

### 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_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.h` includes `vulkan_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.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.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.h</code> Macro</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_KHR_android_surface</code></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><code>VK_KHR_wayland_surface</code></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_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_XLIB_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/Xrandr.h&gt;</td>
<td>VK_USE_PLATFORM_XLIB_XRANDR_EXT</td>
</tr>
<tr>
<td>VK_GGP_stream_descriptor_surface, VK_GGP_frame_token</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_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_MACOS_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>
</tbody>
</table>

**Note**

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 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 systemspecific headers: before including vulkan_beta.h, applications must include vulkan_core.h.

Note
Sometimes a provisional extension will include a subset of its interfaces in vulkan_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.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.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.

Video Std Headers

Performing video coding operations usually involves the application having to provide various parameters, data structures, or other syntax elements specific to the particular video compression standard used, and the associated semantics are covered by the specification of those.

The interface descriptions of these are available in the header files derived from the video.xml XML
file, which is the canonical machine-readable description of data structures and enumerations that are associated with the externally-provided video compression standards.

Table 97. Video Std Headers

<table>
<thead>
<tr>
<th>Video Std Header Name</th>
<th>Description</th>
<th>Header File</th>
<th>Related Extensions</th>
</tr>
</thead>
<tbody>
<tr>
<td>vulkan_video_codecs_common</td>
<td>Codec-independent common definitions</td>
<td>&lt;vk_video/vulkan_video_codecs_common.h&gt;</td>
<td>-</td>
</tr>
<tr>
<td>vulkan_video_codec_h264std</td>
<td>ITU-T H.264 common definitions</td>
<td>&lt;vk_video/vulkan_video_codec_h264std.h&gt;</td>
<td>VK_KHR_video_decode_h264, VK_KHR_video_encode_h264</td>
</tr>
<tr>
<td>vulkan_video_codec_h264std_decode</td>
<td>ITU-T H.264 decode-specific definitions</td>
<td>&lt;vk_video/vulkan_video_codec_h264std_decode.h&gt;</td>
<td>VK_KHR_video_decode_h264</td>
</tr>
<tr>
<td>vulkan_video_codec_h264std_encode</td>
<td>ITU-T H.264 encode-specific definitions</td>
<td>&lt;vk_video/vulkan_video_codec_h264std_encode.h&gt;</td>
<td>VK_KHR_video_encode_h264</td>
</tr>
<tr>
<td>vulkan_video_codec_h265std</td>
<td>ITU-T H.265 common definitions</td>
<td>&lt;vk_video/vulkan_video_codec_h265std.h&gt;</td>
<td>VK_KHR_video_decode_h265, VK_KHR_video_encode_h265</td>
</tr>
<tr>
<td>vulkan_video_codec_h265std_decode</td>
<td>ITU-T H.265 decode-specific definitions</td>
<td>&lt;vk_video/vulkan_video_codec_h265std_decode.h&gt;</td>
<td>VK_KHR_video_decode_h265</td>
</tr>
<tr>
<td>vulkan_video_codec_h265std_encode</td>
<td>ITU-T H.265 encode-specific definitions</td>
<td>&lt;vk_video/vulkan_video_codec_h265std_encode.h&gt;</td>
<td>VK_KHR_video_encode_h265</td>
</tr>
<tr>
<td>vulkan_video_codec_av1std</td>
<td>AV1 common definitions</td>
<td>&lt;vk_video/vulkan_video_codec_av1std.h&gt;</td>
<td>VK_KHR_video_decode_av1</td>
</tr>
<tr>
<td>vulkan_video_codec_av1std_decode</td>
<td>AV1 decode-specific definitions</td>
<td>&lt;vk_video/vulkan_video_codec_av1std_decode.h&gt;</td>
<td>VK_KHR_video_decode_av1</td>
</tr>
</tbody>
</table>
Appendix H: 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 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.

**Active (Transform Feedback)**

Transform feedback is made active after `vkCmdBeginTransformFeedbackEXT` executes and remains active until `vkCmdEndTransformFeedbackEXT` executes. While transform feedback is active, data written to variables in the output interface of the last pre-rasterization shader stage of the graphics pipeline are captured to the bound transform feedback buffers if those variables are decorated for transform feedback.

**Adjacent Vertex**

A vertex in an adjacency primitive topology that is not part of a given primitive, but is accessible in geometry shaders.

**Active Object (Ray Tracing)**

A primitive or instance in a ray tracing acceleration structure which has a corresponding ID, and is not inactive (meaning that it is visible to rays).

**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.

**Axis-aligned Bounding Box**
A box bounding a region in space defined by extents along each axis and thus representing a box where each edge is aligned to one of the major axes.

**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, using the vkBindImageMemory command for non-sparse image objects, and using the vkQueueBindSparse command for sparse resources.

**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 storage class.

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

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 Buffer Nesting Level
The Command Buffer Nesting Level of a secondary command buffer is equal to the maximum nesting level of all secondary command buffers executed by that command buffer plus one, where a secondary command buffer that executes no other secondary command buffers has a nesting level of zero.

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 object.

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.

Completed Operation
A deferred operation whose corresponding command has been executed to completion. See Deferred Host Operations.

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.

Cooperative Matrix
A SPIR-V type where the storage for and computations performed on the matrix are spread across a set of invocations such as a subgroup.

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.

Decode Output Picture
A video picture resource used to store the result of a video decode operation.

Decoded Picture Buffer
An indexed set of reference pictures used by a video session. Abbreviated as DPB.

Decoded Picture Buffer Slot
An entry within a DPB that can be associated with a particular reference picture.

Decoded Picture Buffer Slot Index
The index of a DPB slot within its encompassing DPB.

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.

Deferrable Command
A command which allows deferred execution of host-side work. See Deferred Host Operations.

Deferrable Operation
A single logical item of host-side work which can be deferred. Represented by the VkDeferredOperationKHR object. See Deferred Host Operations.

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`, `vkCmdDrawIndirectCountKHR`, `vkCmdDrawIndexedIndirectCountKHR`, `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.

**Encode Input Picture**

A video picture resource used as the input of a video encode operation.

**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’CbCr 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.

Frame (Video)
A multi-dimensional array of luma samples and an optional multi-dimensional array of chroma samples.

Fragment Tile Image Interface
A fragment shader entry point's variables with TileImageEXT storage class and a decoration of Location, which are used to read values from color 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 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’C₆C₈ 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.

Inactive Object (Ray Tracing)
A primitive or instance in a ray tracing acceleration structure which has a corresponding ID, but which will never report an intersection with any ray.

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, vkCmdDrawIndexedIndirectCountKHR, and vkCmdDrawIndexedIndirect.

Indirect Commands
Drawing or dispatching commands that source some of their parameters from structures in buffer memory. Includes vkCmdDrawIndirect, vkCmdDrawIndexedIndirect, vkCmdDrawIndirectCount, vkCmdDrawIndexedIndirectCount, vkCmdDrawIndirectCountKHR, vkCmdDrawIndexedIndirectCountKHR, and vkCmdDispatchIndirect.

Indirect Drawing Commands
Drawing commands that source some of their parameters from structures in buffer memory. Includes vkCmdDrawIndirect, vkCmdDrawIndirectCount, vkCmdDrawIndexedIndirectCount, vkCmdDrawIndirectCountKHR, vkCmdDrawIndexedIndirectCountKHR, and vkCmdDrawIndexedIndirect.

Initial State (Command Buffer)
A command buffer that has not begun recording commands. See also Recording State and Executable State.

Inline Uniform Block
A descriptor type that represents uniform data stored directly in descriptor sets, and supports read-only access in a shader.

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.

Invocation Repack Instruction
A ray tracing instruction where the implementation may change the set of invocations that are executing.

Join (Deferred Host Operations)
The act of instructing a thread to participate in the execution of a deferred operation. See Deferred Host Operations.

Linear Resource
A resource is linear if it is one of the following:
• a VkBuffer
• a VkImage created with VK_IMAGE_TILING_LINEAR

Because a VkAccelerationStructureKHR resource does not have memory bound to it directly, it is considered neither linear nor non-linear. However, the VkBuffer on which a VkAccelerationStructureKHR resource is placed is a linear resource.

A resource is non-linear if it is one of the following:

• a VkImage created with VK_IMAGE_TILING_OPTIMAL

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 andopaquely.

**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’C₆C₈ conversion for VK_IMAGE_ASPECT_COLOR_BIT image views. A multi-planar image (or “planar image”) is an image of a multi-planar format.

**Nested Command Buffers**
A nested command buffer is a secondary command buffer that is executed by another secondary command buffer, which may itself execute other secondary command buffers.

**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, vkCmdDrawIndirectCountKHR, 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 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 Library**

A pipeline that cannot be directly used, instead defining a set of shaders and shader groups which will be linked into other pipelines.

**Pipeline Stage**

A logically independent execution unit that performs some of the operations defined by an action command.

**Pipeline Trace Ray Instruction**

A ray tracing instruction which traces a ray into an acceleration structure when using ray tracing pipelines. One of:

- *OpTraceRayKHR*

**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.

**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 lines, etc.

**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.

**Push Descriptors**

Descriptors that are written directly into a command buffer rather than into a descriptor set. Push descriptors allow the application to set descriptors used in shaders without allocating or modifying descriptor sets for each update.

**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.

**Ray Tracing Command**

Commands that provoke work using a ray tracing pipeline. Includes vkCmdTraceRaysKHR, and vkCmdTraceRaysIndirectKHR.

**Reconstructed Picture**

A video picture resource reconstructed from a compressed bitstream using video decode or encode operations that can be used as a reference picture by future video decode or encode operations with the same video session.

**Recording State (Command Buffer)**

A command buffer that is ready to record commands. See also Initial State and Executable State.
Reference Picture
A video picture resource used by video decode and encode operations to provide predictions of the values of samples in the subsequently decoded or encoded pictures.

Reference Picture Metadata
Opaque state associated with a DPB slot, maintained by a video session.

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 Call**
An instruction which **may** cause execution to continue in a different shader stage.

**Shader Code**
A stream of instructions used to describe the operation of a shader.

**Shader Group**
A set of Shader Stages that are part of a `VkPipeline` containing multiple of such sets. This allows the device to make use of all the shader groups from the bound pipeline independently.

**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-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 \texttt{SubgroupSize}) in the last required vector component.

\textbf{Subpass}

A phase of rendering within a render pass, that reads and writes a subset of the attachments.

\textbf{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.

\textbf{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.

\textbf{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.

\textbf{Texel Block}

A single addressable element of an image with an uncompressed \texttt{VkFormat}, or a single compressed block of an image with a compressed \texttt{VkFormat}.

\textbf{Texel Block Size}

The size (in bytes) used to store a texel block of a compressed or uncompressed image.

\textbf{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.

\textbf{Tile Image}

A per-tile view of a framebuffer attachment. If the \texttt{VK_EXT_shader_tile_image} extension is enabled, the framebuffer is considered to be divided into tiles.

\textbf{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 \texttt{VkSemaphore} object created with a semaphore type of \texttt{VK_SEMAPHORE_TYPE_TIMELINE}.

\textbf{Uniform Texel Buffer}

A descriptor type that represents a buffer view, and supports unfiltered, formatted, read-only access in a shader.

\textbf{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.

Vertex Stream

A vertex stream is where the last pre-rasterization shader stages outputs vertex data, which then goes to the rasterizer, is captured to a transform feedback buffer, or both. Geometry shaders can emit primitives to multiple independent vertex streams. Each vertex emitted by the geometry shader is directed at one of the vertex streams.

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.
Video Bitstream Buffer
A resource that represents a linear array of data in device memory storing encoded video data. Represented by a \texttt{VkBuffer} object.

Video Coding Scope
A series of subsequent commands recorded into a command buffer starting with a \texttt{vkCmdBeginVideoCodingKHR} command and ending with a \texttt{vkCmdEndVideoCodingKHR} command that encompasses a set of video decode or encode operations.

Video Coding Operations
Any operations recorded into a command buffer within a video coding scope, including video decode and encode operations.

Video Decode Operation
An operation consuming data from a video bitstream buffer and zero or more reference pictures, and producing data to a decode output picture and an optional reconstructed picture.

Video Encode Operation
An operation consuming data from an encode input picture and zero or more reference pictures, and producing data to a video bitstream buffer and an optional reconstructed picture.

Video Picture Resource
A resource that represents a multi-dimensional formatted interpretation of device memory to be used with a video session as a decode output picture, encode input picture, reconstructed picture, and/or reference picture. It \textbf{may} contain metadata associated with a particular video session it is used with. Represented by a \texttt{VkImage} object and referred to using \texttt{VkImageView} objects created from it.

Video Session
A resource that represents and maintains the state needed to perform video decode or encode operations. Represented by a \texttt{VkVideoSessionKHR} object.

Video Session Parameters
A resource that stores preprocessed codec-specific parameters used with a compatible video session in video codec operations. Represented by a \texttt{VkVideoSessionParametersKHR} object.

Video Transcoding
The process of using the outputs of video decoding operations as inputs in video encoding operations.

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

Video-Specific Abbreviations

The following abbreviations and acronyms are used in the context of video decode and encode operations to refer to commonly used video compression terms in their usual abbreviated form:

AVC
Advanced Video Coding

Bipred
Bidirectional Prediction

CABAC
Context-Adaptive Binary Arithmetic Coding

CAVLC
Context-Adaptive Variable-Length Coding

CBR
Constant Bit Rate

CTB
Coding Tree Block

Diff
Difference

DPB
Decoded Picture Buffer
GOP
  Group Of Pictures

HDR
  High Dynamic Range

HEVC
  High Efficiency Video Coding

HRD
  Hypothetical Reference Decoder

IDC
  Indicator

IDR
  Instantaneous Decoder Refresh

MB
  Macroblock

MV
  Motion Vector

NALU
  Network Abstraction Layer Unit

OBU
  Open Bitstream Unit

PCM
  Pulse-Code Modulation

Pic
  Picture

Pred
  Prediction

PPS
  Picture Parameter Set

QP
  Quantization Parameter

RC
  Rate Control
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 1.3 is the result of contributions from many people and companies participating in 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 section. Some specific contributions made by individuals are listed together with their name.

Working Group Contributors to Vulkan

- Aaron Greig, Codeplay Software Ltd. (version 1.1)
- Aaron Hagan, AMD (version 1.1)
- Adam Jackson, Red Hat (versions 1.0, 1.1)
- Adam Śmigielski, Mobica (version 1.0)
- Aditi Verma, Qualcomm (version 1.3)
- Ahmed Abdelkhalek, AMD (version 1.3)
- Aidan Fabius, Core Avionics & Industrial Inc. (version 1.2)
- Alan Baker, Google (versions 1.1, 1.2, 1.3)
- Alan Ward, Google (versions 1.1, 1.2)
- Alejandro Piñeiro, Igalia (version 1.1)
- Alex Bourd, Qualcomm Technologies, Inc. (versions 1.0, 1.1)
- Alex Crabb, Caster Communications (versions 1.2, 1.3)
- Alex Walters, Imagination Technologies (versions 1.2, 1.3)
- Alexander Galazin, Arm (versions 1.0, 1.1, 1.2, 1.3)
- Alexey Sachkov, Intel (version 1.3)
- Allan MacKinnon, Google (version 1.3)
- Allen Hux, Intel (version 1.0)
- Alon Or-bach, Google (versions 1.0, 1.1, 1.2, 1.3) (WSI technical sub-group chair)
- Anastasia Stulova, Arm (versions 1.2, 1.3)
- Andreas Vasilakis, Think Silicon (version 1.2)
- Andres Gomez, Igalia (version 1.1)
- Andrew Cox, Samsung Electronics (version 1.0)
- Andrew Ellem, Google (version 1.3)
- Andrew Garrard, Imagination Technologies (versions 1.0, 1.1, 1.2, 1.3) (format wrangler)
- Andrew Poole, Samsung Electronics (version 1.0)
- Andrew Rafter, Samsung Electronics (version 1.0)
• Andrew Richards, Codeplay Software Ltd. (version 1.0)
• Andrew Woloszyn, Google (versions 1.0, 1.1)
• Ann Thorsnes, Khronos (versions 1.2, 1.3)
• Antoine Labour, Google (versions 1.0, 1.1)
• Aras Pranckevičius, Unity Technologies (version 1.0)
• Arseny Kapoulkine, Roblox (version 1.3)
• Ashwin Kolhe, NVIDIA (version 1.0)
• Baldur Karlsson, Valve Software (versions 1.1, 1.2, 1.3)
• Barthold Lichtenbelt, NVIDIA (version 1.1)
• Bas Nieuwenhuizen, Google (versions 1.1, 1.2)
• Ben Bowman, Imagination Technologies (version 1.0)
• Benj Lipchak, Unknown (version 1.0)
• Bill Hollings, Brenwill (versions 1.0, 1.1, 1.2, 1.3)
• Bill Licea-Kane, Qualcomm Technologies, Inc. (versions 1.0, 1.1)
• Blaine Kohl, Khronos (versions 1.2, 1.3)
• Bob Fraser, Google (version 1.3)
• Boris Zanin, Mobica (versions 1.2, 1.3)
• Brent E. Insko, Intel (version 1.0)
• Brian Ellis, Qualcomm Technologies, Inc. (version 1.0)
• Brian Paul, VMware (versions 1.2, 1.3)
• Caio Marcelo de Oliveira Filho, Intel (versions 1.2, 1.3)
• Cass Everitt, Oculus VR (versions 1.0, 1.1)
• Cemil Azizoglu, Canonical (version 1.0)
• Lina Versace, Google (versions 1.0, 1.1, 1.2)
• Chang-Hyo Yu, Samsung Electronics (version 1.0)
• Charles Giessen, LunarG (version 1.3)
• Chia-I Wu, LunarG (version 1.0)
• Chris Frascati, Qualcomm Technologies, Inc. (version 1.0)
• Chris Glover, Google (version 1.3)
• Christian Forfang, Arm (version 1.3)
• Christoph Kubisch, NVIDIA (version 1.3)
• Christophe Riccio, Unity Technologies (versions 1.0, 1.1)
• Cody Northrop, Unity Technologies (version 1.0)
• Colin Riley, AMD (version 1.1)
• Cort Stratton, Google (versions 1.1, 1.2)
• Courtney Goeltzenleuchter, Google (versions 1.0, 1.1, 1.3)
• Craig Davies, Huawei (version 1.2)
• Dae Kim, Imagination Technologies (version 1.1)
• Damien Leone, NVIDIA (version 1.0)
• Dan Baker, Oxide Games (versions 1.0, 1.1)
• Dan Ginsburg, Valve Software (versions 1.0, 1.1, 1.2, 1.3)
• Daniel Johnston, Intel (versions 1.0, 1.1)
• Daniel Koch, NVIDIA (versions 1.0, 1.1, 1.2, 1.3)
• Daniel Rakos, AMD (versions 1.0, 1.1, 1.2, 1.3)
• Daniel Stone, Collabora (versions 1.1, 1.2)
• Daniel Vetter, Intel (version 1.2)
• David Airlie, Red Hat (versions 1.0, 1.1, 1.2, 1.3)
• David Mao, AMD (versions 1.0, 1.2)
• David Miller, Miller & Mattson (versions 1.0, 1.1) (Vulkan reference card)
• David Neto, Google (versions 1.0, 1.1, 1.2, 1.3)
• David Pankratz, Huawei (version 1.3)
• David Wilkinson, AMD (version 1.2)
• David Yu, Pixar (version 1.0)
• Dejan Mircevski, Google (version 1.1)
• Diego Novillo, Google (version 1.3)
• Dimitris Georgakakis, Think Silicon (version 1.3)
• Dominik Witczak, AMD (versions 1.0, 1.1, 1.3)
• Donald Scorgie, Imagination Technologies (version 1.2)
• Dzmitry Malyshau, Mozilla (versions 1.1, 1.2, 1.3)
• Ed Hutchins, Oculus (version 1.2)
• Emily Stearns, Khronos (versions 1.2, 1.3)
• François Duranleau, Gameloft (version 1.3)
• Frank (Lingjun) Chen, Qualcomm Technologies, Inc. (version 1.0)
• Fred Liao, Mediatek (version 1.0)
• Gabe Dagani, Freescale (version 1.0)
• Gabor Sines, AMD (version 1.2)
• Graeme Leese, Broadcom (versions 1.0, 1.1, 1.2, 1.3)
• Graham Connor, Imagination Technologies (version 1.0)
• Graham Sellers, AMD (versions 1.0, 1.1)
• Graham Wihlidal, Electronic Arts (version 1.3)
• Greg Fischer, LunarG (version 1.1)
• Gregory Grebe, AMD (version 1.3)
• Hai Nguyen, Google (versions 1.2, 1.3)
• Hans-Kristian Arntzen, Valve Software (versions 1.1, 1.2, 1.3)
• Henri Verbeet, Codeweavers (version 1.2)
• Wyvern Wang, Huawei (version 1.3)
• Hwanyong Lee, Kyungpook National University (version 1.0)
• Iago Toral, Igalia (versions 1.1, 1.2)
• Ian Elliott, Google (versions 1.0, 1.1, 1.2)
• Ian Romanick, Intel (versions 1.0, 1.1, 1.3)
• Ivan Briano, Intel (version 1.3)
• James Fitzpatrick, Imagination (version 1.3)
• James Hughes, Oculus VR (version 1.0)
• James Jones, NVIDIA (versions 1.0, 1.1, 1.2, 1.3)
• James Riordon, Khronos (versions 1.2, 1.3)
• Jamie Madill, Google (version 1.3)
• Jan Hermes, Continental Corporation (versions 1.0, 1.1)
• Jan-Harald Fredriksen, Arm (versions 1.0, 1.1, 1.2, 1.3)
• Faith Ekstrand, Intel (versions 1.0, 1.1, 1.2, 1.3)
• Jean-François Roy, Google (versions 1.1, 1.2, 1.3)
• Jeff Bolz, NVIDIA (versions 1.0, 1.1, 1.2, 1.3)
• Jeff Juliano, NVIDIA (versions 1.0, 1.1, 1.2)
• Jeff Leger, Qualcomm Technologies, Inc. (versions 1.1, 1.3)
• Jeff Phillips, Khronos (version 1.3)
• Jeff Vigil, Samsung Electronics (versions 1.0, 1.1, 1.2, 1.3)
• Jens Owen, Google (versions 1.0, 1.1)
• Jeremy Hayes, LunarG (version 1.0)
• Jesse Barker, Unity Technologies (versions 1.0, 1.1, 1.2, 1.3)
• Jesse Hall, Google (versions 1.0, 1.1, 1.2, 1.3)
• Joe Davis, Samsung Electronics (version 1.1)
• Johannes van Waveren, Oculus VR (versions 1.0, 1.1)
• John Anthony, Arm (version 1.2, 1.3)
• John Kessenich, Google (versions 1.0, 1.1, 1.2, 1.3) (SPIR-V and GLSL for Vulkan spec author)
• John McDonald, Valve Software (versions 1.0, 1.1, 1.2, 1.3)
• John Zulauf, LunarG (versions 1.1, 1.2, 1.3)
• Jon Ashburn, LunarG (version 1.0)
• Jon Leech, Independent (versions 1.0, 1.1, 1.2, 1.3) (XML toolchain, normative language, release wrangler)
• Jonas Gustavsson, Samsung Electronics (versions 1.0, 1.1)
• Jonas Meyer, Epic Games (versions 1.2, 1.3)
• Jonathan Hamilton, Imagination Technologies (version 1.0)
• Jordan Justen, Intel (version 1.1)
• Joshua Ashton, Valve Software (version 1.3)
• Jungwoo Kim, Samsung Electronics (versions 1.0, 1.1)
• Jörg Wagner, Arm (version 1.1)
• Kalle Raita, Google (version 1.1)
• Karen Ghavam, LunarG (versions 1.1, 1.2, 1.3)
• Karl Schultz, LunarG (versions 1.1, 1.2)
• Kathleen Mattson, Khronos (versions 1.0, 1.1, 1.2)
• Kaye Mason, Google (version 1.2)
• Keith Packard, Valve (version 1.2)
• Kenneth Benzie, Codeplay Software Ltd. (versions 1.0, 1.1)
• Kenneth Russell, Google (version 1.1)
• Kerch Holt, NVIDIA (versions 1.0, 1.1)
• Kevin O’Neil, AMD (version 1.1)
• Kevin Petit, Arm (version 1.3)
• Kris Rose, Khronos (versions 1.2, 1.3)
• Kristian Kristensen, Intel (versions 1.0, 1.1)
• Krzysztof Iwanicki, Samsung Electronics (version 1.0)
• Larry Seiler, Intel (version 1.0)
• Laura Shubel, Caster Communications (version 1.3)
• Lauri Ilola, Nokia (version 1.1)
• Lei Zhang, Google (version 1.2)
• Lenny Komow, LunarG (versions 1.1, 1.2)
• Liam Middlebrook, NVIDIA (version 1.3)
• Lionel Landwerlin, Intel (versions 1.1, 1.2)
• Lisie Aartsen, Khronos (version 1.3)
• Liz Maitral, Khronos (version 1.2)
• Lou Kramer, AMD (version 1.3)
• Lutz Latta, Lucasfilm (version 1.0)
• Maciej Jesionowski, AMD (version 1.1)
• Mais Alnasser, AMD (version 1.1)
• Marcin Kantoch, AMD (version 1.3)
• Marcin Rogucki, Mobica (version 1.1)
• Maria Rovatsou, Codeplay Software Ltd. (version 1.0)
• Mariusz Merecki, Intel (version 1.3)
• Mark Bellamy, Arm (version 1.2, 1.3)
• Mark Callow, Independent (versions 1.0, 1.1, 1.2, 1.3)
• Mark Kilgard, NVIDIA (versions 1.1, 1.2)
• Mark Lobodzinski, LunarG (versions 1.0, 1.1, 1.2)
• Mark Young, LunarG (versions 1.1, 1.3)
• Markus Tavenrath, NVIDIA (version 1.1)
• Marty Johnson, Khronos (version 1.3)
• Mateusz Przybylski, Intel (version 1.0)
• Mathias Heyer, NVIDIA (versions 1.0, 1.1)
• Mathias Schott, NVIDIA (versions 1.0, 1.1)
• Mathieu Robart, Arm (version 1.2)
• Matt Netsch, Qualcomm Technologies, Inc. (version 1.1)
• Matthew Rusch, NVIDIA (version 1.3)
• Matthias Chajdas, AMD (versions 1.1, 1.2, 1.3)
• Maurice Ribble, Qualcomm Technologies, Inc. (versions 1.0, 1.1)
• Maxim Lukyanov, Samsung Electronics (version 1.0)
• Michael Blumenkrantz, Self (version 1.3)
• Michael Lentine, Google (version 1.0)
• Michael O'Hara, AMD (version 1.1)
• Michael Phillip, Samsung Electronics (version 1.2)
• Michael Wong, Codeplay Software Ltd. (version 1.1)
• Michael Worcester, Imagination Technologies (versions 1.0, 1.1)
• Michal Pietrasiuk, Intel (versions 1.0, 1.3)
• Mika Isojarvi, Google (versions 1.0, 1.1)
• Mike Schuchardt, LunarG (versions 1.1, 1.2)
• Mike Stroyan, LunarG (version 1.0)
• Mike Weiblen, LunarG (versions 1.1, 1.2, 1.3)
• Minyoung Son, Samsung Electronics (version 1.0)
• Mitch Singer, AMD (versions 1.0, 1.1, 1.2, 1.3)
• Mythri Venugopal, Samsung Electronics (version 1.0)
• Naveen Leekha, Google (version 1.0)
• Neil Henning, AMD (versions 1.0, 1.1, 1.2, 1.3)
• Neil Hickey, Arm (version 1.2)
• Neil Trevett, NVIDIA (versions 1.0, 1.1, 1.2, 1.3)
• Nick Penwarden, Epic Games (version 1.0)
• Nicolai Hähnle, AMD (version 1.1)
• Niklas Smedberg, Unity Technologies (version 1.0)
• Norbert Nopper, Independent (versions 1.0, 1.1)
• Nuno Subtil, NVIDIA (versions 1.1, 1.2, 1.3)
• Pat Brown, NVIDIA (version 1.0)
• Patrick Cozzi, Independent (version 1.1)
• Patrick Doane, Blizzard Entertainment (version 1.0)
• Peter Lohrmann, AMD (versions 1.0, 1.2)
• Petros Bantolas, Imagination Technologies (version 1.1)
• Philip Rebohle, Valve Software (version 1.3)
• Pierre Boudier, NVIDIA (versions 1.0, 1.1, 1.2, 1.3)
• Pierre-Loup Griffais, Valve Software (versions 1.0, 1.1, 1.2, 1.3)
• Piers Daniell, NVIDIA (versions 1.0, 1.1, 1.2, 1.3)
• Ping Liu, Intel (version 1.3)
• Piotr Bialecki, Intel (version 1.0)
• Piotr Byszewski, Mobica (version 1.3)
• Prabindh Sundareson, Samsung Electronics (version 1.0)
• Pyry Haulos, Google (versions 1.0, 1.1) (Vulkan conformance test subcommittee chair)
• Rachel Bradshaw, Caster Communications (version 1.3)
• Rajeev Rao, Qualcomm (version 1.2)
• Ralph Potter, Samsung Electronics (versions 1.1, 1.2, 1.3)
• Raun Krisch, Samsung Electronics (version 1.3)
• Ray Smith, Arm (versions 1.0, 1.1, 1.2)
• Ricardo Garcia, Igalia (version 1.3)
• Richard Huddy, Samsung Electronics (versions 1.2, 1.3)
• Rob Barris, NVIDIA (version 1.1)
• Rob Stepinski, Transgaming (version 1.0)
• Robert Simpson, Qualcomm Technologies, Inc. (versions 1.0, 1.1, 1.3)
• Rolando Caloca Olivares, Epic Games (versions 1.0, 1.1, 1.2, 1.3)
• Vincent Hindriksen, Stream HPC (versions 1.2, 1.3)
• Wasim Abbas, Arm (version 1.3)
• Wayne Lister, Imagination Technologies (version 1.0)
• Wolfgang Engel, Unknown (version 1.1)
• Yanjun Zhang, VeriSilicon (versions 1.0, 1.1, 1.2, 1.3)
• Yunxing Zhu, Huawei (version 1.3)

**Other Credits**

The Vulkan Advisory Panel members provided important real-world usage information and advice that helped guide design decisions.

The wider Vulkan community have provided useful feedback, questions and specification changes that have helped improve the quality of the Specification via GitHub.

Administrative support to the Working Group for Vulkan 1.1, 1.2, and 1.3 was provided by Khronos staff including Ann Thorsnes, Blaine Kohl, Dominic Agoro-Ombaka, Emily Stearns, Jeff Phillips, Lisie Aartsen, Liz Maitral, Marty Johnson, Tim Lewis, and Xiao-Yu CHENG; and by Alex Crabb, Laura Shubel, and Rachel Bradshaw of Caster Communications.

Administrative support for Vulkan 1.0 was provided by Andrew Riegel, Elizabeth Riegel, Glenn Fredericks, Kathleen Mattson and Michelle Clark of Gold Standard Group.

Technical support was provided by James Riordon, site administration of Khronos.org and OpenGL.org.