Laval Virtual: OpenXR Master Class

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OpenXR Working Group Spec. Editor
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Agenda

- About Me
- Introduction to OpenXR
- OpenXR in context
- Dive into OpenXR app structure/API usage
- Time permitting: Question and Answer
About Me: Ryan Pavlik

- Open-source VR software developer since 2009
- OpenXR working group
  - participant since the first official meeting in January 2017
  - elected specification editor in April 2019
- Principal Software Engineer at Collabora
  - Focusing on XR
  - Leading our OpenXR contributions
  - Developer on Monado
About OpenXR™

OpenXR™ is a royalty-free, open standard that provides high-performance access to Augmented Reality (AR) and Virtual Reality (VR)—collectively known as XR—platforms and devices.

- **OpenXR 0.90 provisional release at GDC 2019**
  - Show progress publicly and seek feedback
- **OpenXR 1.0 released at SIGGRAPH 2019.**
  - Defines an interface between an engine/application and a runtime, and required behavior of a runtime.
  - Runtime conformance tests and adopter program forthcoming.
Status

- OpenXR 1.0 includes the “Application Interface” as stable, with a compatibility promise
  - 1.0.x patch releases fix spec bugs and add extensions
  - Typically on Fridays
  - If there are spec or extension changes in Khronos private GitLab on a given week, I will typically do a release
- The “Device Layer” as mentioned in various marketing material is still WIP
  - No public ETA: WG focusing on conformance testing and uptake
OpenXR in Context

- A Khronos API
  - Developed by a non-profit industry consortium
  - Extensions a key part of the design
  - Conforming runtimes receive patent and trademark license per the IP framework
  - Royalty-free
- Conventions and spec style of OpenXR strongly influenced by Vulkan
  - Mostly-shared spec toolchain
  - Similar development and release practices
  - Support for API layers
OpenXR vs Vulkan

- OpenXR is rendering-API-neutral
  - Graphics API support in extensions designed to work similarly
- OpenXR is a “lower-frequency” API than Vulkan, influencing design choices
  - Runtimes must detect nearly all invalid usage and return an error code
  - Minimal risk of “Undefined Behavior” aside from that inherent in a C API
    - Can be reduced further by a language projection/wrapper
- OpenXR is a much smaller spec
- Lessons learned
  - Loader ships with apps, not system/driver, on Windows
    - Still system-wide on Linux, tentatively
Runtime Availability

- **Microsoft:** OpenXR runtime for Windows MR and HoloLens 2 available
  [aka.ms/openxr](aka.ms/openxr)
  - Also works with the device simulator - no hardware needed
- **Oculus**
  - [https://developer.oculus.com/blog/prototype-openxr-for-oculus/](https://developer.oculus.com/blog/prototype-openxr-for-oculus/)
  - Desktop (Rift): runtime in Public Test Channel, SDK to be officially rolled out soon
  - Mobile (Quest): OpenXR Mobile SDK 1.0.6 available
- **Linux (multi-device)**
  - Monado - open-source project founded by Collabora [monado.dev](monado.dev)
    [monado.freedesktop.org](monado.freedesktop.org)
- Note that all are technically previews because conformance tests not yet complete and available.
Structure of an OpenXR App

- Get started
  - Instance
- Find out where/how to run
  - SystemId atom
  - ViewConfigurationType enum
- Set up your interaction/input handles
  - Create Action Sets, Actions
  - Suggest bindings
- Prepare your immersive experience
  - Create Session
  - Attach action sets
  - Create Reference and Action Spaces
  - Create Swapchain
- Participate in the frame loop and handle input
  - Poll for events too
OpenXR Handle Types

- Instance
  - ActionSet
    - Action
  - Session
    - Space
    - Swapchain
Atoms

- **Instance**
  - **Path**
  - **SystemId**
  - **ActionSet**
    - **Action**
  - **Session**
    - **Space**
    - **Swapchain**
Creating an Instance

- Choose which extensions you want
  - Need at least one graphics binding extension
  - Can identify available extensions: `xrEnumerateInstanceExtensionProperties`
- Choose which API layers you want, if any
  - Optional
  - `xrEnumerateApiLayerProperties`
- Set up application info
  - So runtimes can identify your app
- `xrCreateInstance`
System and Views

- **xrGetSystem**
  - with your desired form factor: HMD or handheld
  - may be temporarily unavailable
- **View configuration**
  - Mono, Stereo, ...
  - `xrEnumerateViewConfigurations` if you support more than one
  - `xrGetViewConfigurationProperties`
  - `xrEnumerateViewConfigurationViews`
    - mono has one view
    - stereo has two views

extended in vendor extension XR_VARJO_quad_views,
multi-vendor extension XR_EXT_view_configuration_depth_range
Creating your Actions

- **ActionSet**: a group of related actions for a context, environment, etc.
  - e.g. “menu”, “game”, “driving”, etc
  - `xrCreateActionSet`

- **Action**: A semantic (meaningful) bit of interaction
  - Types: Boolean (button), Float (analog), Vec2, Pose (tracked object), Haptic
  - e.g. “grab_object”, “teleport”, “hand_pose”
  - `xrCreateAction`
Suggested Bindings and Interaction Profiles

- How you customize for hardware you’ve tested, without excluding the rest
- For each controller type you’ve tested ("interaction profile") call
  `xrSuggestInteractionProfileBindings` once
  - With as many or few action-binding pairs as you like - OK if not all actions have a suggested binding
  - Can suggest multiple bindings per action in a call: e.g. both left and right hands can “grab_object”
  - Binding is an `XrPath` atom representing a path string like
    `/user/hand/right/input/select/click`

Interaction profiles added by vendor extension XR_MSFT_hand_interaction, multi-vendor extension XR_EXT_eye_gaze_interaction
Sample of Actions

- These are the actions from “hello_xr” - see OpenXrProgram::InitializeActions
- All in one action set, “gameplay”, due to simplicity of the app
- All are specified for both left and right hand as “subaction paths” because we might want to know which hand did an action - which hand grabbed object, etc.

<table>
<thead>
<tr>
<th>actionName</th>
<th>localizedActionName</th>
<th>actionType</th>
<th>subaction path</th>
</tr>
</thead>
<tbody>
<tr>
<td>grab_object</td>
<td>Grab Object</td>
<td>Float Input</td>
<td>/user/hand/left</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>/user/hand/right</td>
</tr>
<tr>
<td>hand_pose</td>
<td>Hand Pose</td>
<td>Pose Input</td>
<td>/user/hand/left</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>/user/hand/right</td>
</tr>
<tr>
<td>quit_session</td>
<td>Quit Session</td>
<td>Boolean Input</td>
<td>/user/hand/left</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>/user/hand/right</td>
</tr>
<tr>
<td>vibrate_hand</td>
<td>Vibrate Hand</td>
<td>Vibration Output</td>
<td>/user/hand/left</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>/user/hand/right</td>
</tr>
</tbody>
</table>
**xrSuggestInteractionProfileBindings 1**

- Standard defines “khr/simple_controller” as a minimal subset profile
- Note here that `grab_object` is float, but suggested to bind to “select/click” (boolean)
  - Runtime will automatically convert boolean to a 1 or 0.

<table>
<thead>
<tr>
<th>actionName</th>
<th>actionType</th>
<th>subaction path</th>
<th>/interaction_profiles/khr/simple_controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>grab_object</td>
<td>Float Input</td>
<td>/user/hand/left</td>
<td>/user/hand/left/input/select/click</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/input/select/click</td>
</tr>
<tr>
<td>hand_pose</td>
<td>Pose Input</td>
<td>/user/hand/left</td>
<td>/user/hand/left/input/grip/pose</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/input/grip/pose</td>
</tr>
<tr>
<td>quit_session</td>
<td>Boolean Input</td>
<td>/user/hand/left</td>
<td>/user/hand/left/input/menu/click</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/input/menu/click</td>
</tr>
<tr>
<td>vibrate_hand</td>
<td>Vibration Output</td>
<td>/user/hand/left</td>
<td>/user/hand/left/output/haptic</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/output/haptic</td>
</tr>
</tbody>
</table>
**xrSuggestInteractionProfileBindings 2**

- HTC Vive controller
- The `grab_object` action is here suggested for the “squeeze/click” input
  - still boolean like simple controller, but squeeze instead of select

<table>
<thead>
<tr>
<th>actionName</th>
<th>actionType</th>
<th>subaction path</th>
<th>/interaction_profiles/htc/vive_controller</th>
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<tbody>
<tr>
<td>grab_object</td>
<td>Float Input</td>
<td>/user/hand/left, /user/hand/right</td>
<td>/user/hand/left/input/squeeze/click, /user/hand/right/input/squeeze/click</td>
</tr>
<tr>
<td>hand_pose</td>
<td>Pose Input</td>
<td>/user/hand/left, /user/hand/right</td>
<td>/user/hand/left/input/grip/pose, /user/hand/right/input/grip/pose</td>
</tr>
<tr>
<td>quit_session</td>
<td>Boolean Input</td>
<td>/user/hand/left, /user/hand/right</td>
<td>/user/hand/left/input/menu/click, /user/hand/right/input/menu/click</td>
</tr>
<tr>
<td>vibrate_hand</td>
<td>Vibration Output</td>
<td>/user/hand/left, /user/hand/right</td>
<td>/user/hand/left/output/haptic, /user/hand/right/output/haptic</td>
</tr>
</tbody>
</table>
xrSuggestInteractionProfileBindings 3

- Oculus Touch controller
- Has a float input suitable for grab_object action - called “squeeze/value”
- Only left controller has a menu button, so not suggesting a binding for quit_session on the right hand.

<table>
<thead>
<tr>
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<th>actionType</th>
<th>subaction path</th>
<th>/interaction_profiles/oculus/touch_controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>grab_object</td>
<td>Float Input</td>
<td>/user/hand/left</td>
<td>/user/hand/left/input/squeeze/value</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/input/squeeze/value</td>
</tr>
<tr>
<td>hand_pose</td>
<td>Pose Input</td>
<td>/user/hand/left</td>
<td>/user/hand/left/input/grip/pose</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/input/grip/pose</td>
</tr>
<tr>
<td>quit_session</td>
<td>Boolean Input</td>
<td>/user/hand/left</td>
<td>/user/hand/left/input/menu/click</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td></td>
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<tr>
<td>vibrate_hand</td>
<td>Vibration Output</td>
<td>/user/hand/left</td>
<td>/user/hand/left/output/haptic</td>
</tr>
<tr>
<td></td>
<td></td>
<td>/user/hand/right</td>
<td>/user/hand/right/output/haptic</td>
</tr>
</tbody>
</table>
Creating your **Session**

- **Graphics binding**
  - Do your graphics binding’s “GetGraphicsRequirements” call
  - Create your graphics binding struct
  - Chain it via next on `XrSessionCreateInfo`

- **xrCreateSession**
  - Requires a `SystemId`

- **Attach your action sets to the session**
  - `xrAttachSessionActionSets`
  - Associates them with the session
  - Makes them immutable
  - Editor authors: tear down session, actions, action sets to modify them

- **Why is action setup done all up front?**

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Extended in vendor extension `XR_MND_headless`
Create **Spaces**

- Multiple ways to get XrSpace handles
  - Reference space: from Session and enum
    - local space
    - view space
    - stage space
    - `xrCreateReferenceSpace`
  - Action space: from Session and pose Action
    - `xrCreateActionSpace`
  - For both reference and action spaces
    - Session is the parent handle
    - Can specify an additional, fixed transform at handle creation time
    - `xrLocateSpace`

Extended in vendor extensions `XR_MSFT_spatial_anchor`, `XR_MSFT_unbounded_reference_space`
Create your Swapchain

- Get graphics API-specific formats via `xrEnumerateSwapchainFormats`
- `xrCreateSwapchain`
- Get access to graphics API-specific handles/references to the swapchain images
  - `xrEnumerateSwapchainImages`
  - Pass array of *extension-defined* structures
  - Save this information to use every frame
Frame loop

- Frame functions
  - `xrWaitFrame` to block until head-pose-dependent sim and rendering
  - `xrBeginFrame` to mark start of render
  - `xrEndFrame` to submit the image
  - `xrBeginFrame/xrEndFrame` calls must be ordered “as if” single-threaded
  - Populate `XrFrameEndInfo::displayTime` using output of `xrWaitFrame`
Pipelined rendering

- Frame function synchronization
  - At most one simultaneous `xrWaitFrame` call at a time
  - Each `xrWaitFrame` must eventually be matched with a unique `xrBeginFrame`
  - Any `xrWaitFrame` call must block until the previous frame’s `xrBeginFrame`
Swapchain and view management

- Swapchain management
  - `xrAcquireSwapchainImage` to get index
    - To look up/create your command buffers
  - `xrWaitSwapchainImage` before writing
    - Typically immediately after acquire
    - Do not submit command buffers until this returns
  - `xrReleaseSwapchainImage` before `xrEndFrame`: implicitly uses most recently released image

- `xrLocateViews`
Getting input

- **xrSyncActions**
  - Specify which ActionSets should be active at this time
  - This is the only time non-pose input data updates

- **Get the data**
  - All ActionSets attached but not specified in xrSyncActions will have their actions return “not active”
  - Actions might not get data if your session is not focused, for privacy/security
    - [xrGetActionState*](#) calls

- **Poses:** use [xrLocateSpace](#)
Events

- **xrPollEvents**
  - Requires an Instance
  - Many events only happen during a Session
- **Describes changes to**
  - Active interaction profile
  - Continuity of reference spaces/tracking
  - Session state
- **Provide an XrEventDataBuffer for the runtime to populate with an event of some other type**
Wrap-up

• Outline
  - About Me
  - Introduction to OpenXR
  - OpenXR in context
  - OpenXR app structure/API usage
  - Time permitting: Question/Answer

• Resources
  - Landing page with news: khronos.org/openxr
  - API registry (links to the spec, ref pages, all the repos, etc)
    khronos.org/registry/openxr

• Community
  - Source, issue trackers, etc
    github.com/KhronosGroup?q=openxr
  - Chat khr.io/slack
  - Forum
    community.khronos.org/c/openxr

• Open-Source Runtime for Linux: Monado
  - Community project founded by Collabora, not a Khronos/OpenXR WG project
  - Repos, including additional (cross-platform) OpenXR-related projects
    gitlab.freedesktop.org/monado

Thank you!
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