



SPIR-V Extended Instructions for GLSL

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1 Introduction

This specifies the GLSL.std.450 extended instruction set. It provides instructions for the GLSL built-in functions that do not directly map to native SPIR-V instructions.

Import this extended instruction set using an **OpExtInstImport** "GLSL.std.450" instruction.

2 Binary Form

Documentation form for each extended instruction:

Extended Instruction Name			
Instruction description.			
<i>Result Type</i> will describe the <i>Result Type</i> for the OpExtInst instruction.			
<i>Number</i> is the extended instruction number to use in the OpExtInst instruction.			
<i>Operand 1, Operand 2,...</i> are the operands listed for the OpExtInst instruction.			
Any Capability restrictions.			
<i>Number</i>	<i>Operand 1</i>	<i>Operand 2</i>	...

Extended instructions:

Round	
Result is the value equal to the nearest whole number to x . The fraction 0.5 will round in a direction chosen by the implementation, presumably the direction that is fastest. This includes the possibility that Round x is the same value as RoundEven x for all values of x .	
The operand x must be a scalar or vector whose component type is floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
1	<i><id></i> x

RoundEven	
Result is the value equal to the nearest whole number to x . A fractional part of 0.5 will round toward the nearest even whole number. (Both 3.5 and 4.5 for x will be 4.0.)	
The operand x must be a scalar or vector whose component type is floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
2	<i><id></i> x

Trunc

Result is the value equal to the nearest whole number to x whose absolute value is not larger than the absolute value of x .

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

3

<id>

 x **FAbs**

Result is x if $x \geq 0$; otherwise result is $-x$.

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

4

<id>

 x **SAbs**

Result is x if $x \geq 0$; otherwise result is $-x$, where x is interpreted as a signed integer.

Result Type and the type of x must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

5

<id>

 x **FSign**

Result is 1.0 if $x > 0$, 0.0 if $x = 0$, or -1.0 if $x < 0$.

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

6

<id>

 x **SSign**

Result is 1 if $x > 0$, 0 if $x = 0$, or -1 if $x < 0$, where x is interpreted as a signed integer.

Result Type and the type of x must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

7

<id>

 x

Floor

Result is the value equal to the nearest whole number that is less than or equal to x .

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

8

<id>
 x

Ceil

Result is the value equal to the nearest whole number that is greater than or equal to x .

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

9

<id>
 x

Fract

Result is $x - \mathbf{floor} x$.

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

10

<id>
 x

Radians

Converts *degrees* to radians, i.e., $degrees * \pi / 180$.

The operand *degrees* must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of *degrees* must be the same type. Results are computed per component.

11

<id>
degrees

Degrees

Converts *radians* to degrees, i.e., $radians * 180 / \pi$.

The operand *radians* must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of *radians* must be the same type. Results are computed per component.

12

<id>
radians

Sin	
The standard trigonometric sine of x radians.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
13	<i><id></i> x

Cos	
The standard trigonometric cosine of x radians.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
14	<i><id></i> x

Tan	
The standard trigonometric tangent of x radians.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
15	<i><id></i> x

Asin	
Arc sine. Result is an angle, in radians, whose sine is x . The range of result values is $[-\pi / 2, \pi / 2]$. Result is undefined if abs $x > 1$.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
16	<i><id></i> x

Acos	
Arc cosine. Result is an angle, in radians, whose cosine is x . The range of result values is $[0, \pi]$. Result is undefined if abs $x > 1$.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	

17	$\langle id \rangle$ x
----	-----------------------------

Atan	
Arc tangent. Result is an angle, in radians, whose tangent is y_over_x . The range of result values is $[-\pi, \pi]$.	
The operand y_over_x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of y_over_x must be the same type. Results are computed per component.	
18	$\langle id \rangle$ y_over_x

Sinh	
Hyperbolic sine of x radians.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
19	$\langle id \rangle$ x

Cosh	
Hyperbolic cosine of x radians.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
20	$\langle id \rangle$ x

Tanh	
Hyperbolic tangent of x radians.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
21	$\langle id \rangle$ x

Asinh

Arc hyperbolic sine; result is the inverse of **sinh**.

The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

22	<id> x
----	-------------

Acosh

Arc hyperbolic cosine; Result is the non-negative inverse of **cosh**. Result is undefined if $x < 1$.

The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

23	<id> x
----	-------------

Atanh

Arc hyperbolic tangent; result is the inverse of **tanh**. Result is undefined if **abs** $x \geq 1$.

The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

24	<id> x
----	-------------

Atan2

Arc tangent. Result is an angle, in radians, whose tangent is y/x . The signs of x and y are used to determine what quadrant the angle is in. The range of result values is $[-\pi, \pi]$. Result is undefined if x and y are both 0.

The operand x and y must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

25	<id> y	<id> x
----	-------------	-------------

Pow

Result is x raised to the y power; x^y . Result is undefined if $x < 0$. Result is undefined if $x = 0$ and $y \leq 0$.

The operand x and y must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

26	<id> x	<id> y
----	-------------	-------------

Exp	
Result is the natural exponentiation of x ; e^x .	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
27	<id> x

Log	
Result is the natural logarithm of x , i.e., the value y which satisfies the equation $x = e^y$. Result is undefined if $x \leq 0$.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
28	<id> x

Exp2	
Result is 2 raised to the x power; 2^x .	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
29	<id> x

Log2	
Result is the base-2 logarithm of x , i.e., the value y which satisfies the equation $x = 2^y$. Result is undefined if $x \leq 0$.	
The operand x must be a scalar or vector whose component type is 16-bit or 32-bit floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
30	<id> x

Sqrt	
Result is the square root of x . Result is undefined if $x < 0$.	
The operand x must be a scalar or vector whose component type is floating-point.	
<i>Result Type</i> and the type of x must be the same type. Results are computed per component.	
31	<id> x

InverseSqrt

Result is the reciprocal of **sqrt** x . Result is undefined if $x \leq 0$.

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type. Results are computed per component.

32

<id>
 x

Determinant

Result is the determinant of x .

The operand x must be a square matrix.

Result Type must be the same type as the component type in the columns of x .

33

<id>
 x

MatrixInverse

Result is a matrix that is the inverse of x . The values in the result are undefined if x is singular or poorly conditioned (nearly singular).

The operand x must be a square matrix.

Result Type and the type of x must be the same type.

34

<id>
 x

Modf

Result is the fractional part of x and stores through i the whole number part (as a whole-number floating-point value). Both the result and the output parameter will have the same sign as x .

The operand x must be a scalar or vector whose component type is floating-point.

The operand i must have a pointer type.

Result Type, the type of x , and the type i points to must all be the same type. Results are computed per component.

35

<id>
 x

<id>
 i

ModfStruct

Same semantics as in **Modf**, except that the entire result is in the instruction's result; there is not a pointer operand to write through.

Result Type must be an **OpTypeStruct** with two members. Member 0 holds the fractional part. Member 1 holds the whole number part. These two members, and the *Result Type* must all have the same type. This structure type must be explicitly declared by the module.

36	<id> <i>x</i>
----	------------------

FMin

Result is y if $y < x$; otherwise result is x . Which operand is the result is undefined if one of the operands is a NaN.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

37	<id> <i>x</i>	<id> <i>y</i>
----	------------------	------------------

UMin

Result is y if $y < x$; otherwise result is x , where x and y are interpreted as unsigned integers.

Result Type and the type of x and y must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

38	<id> <i>x</i>	<id> <i>y</i>
----	------------------	------------------

SMin

Result is y if $y < x$; otherwise result is x , where x and y are interpreted as signed integers.

Result Type and the type of x and y must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

39	<id> <i>x</i>	<id> <i>y</i>
----	------------------	------------------

FMax

Result is y if $x < y$; otherwise result is x . Which operand is the result is undefined if one of the operands is a NaN.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

40	<id> <i>x</i>	<id> <i>y</i>
----	------------------	------------------

UMax

Result is y if $x < y$; otherwise result is x , where x and y are interpreted as unsigned integers.

Result Type and the type of x and y must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

41	<id> x	<id> y
----	-------------	-------------

SMax

Result is y if $x < y$; otherwise result is x , where x and y are interpreted as signed integers.

Result Type and the type of x and y must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

42	<id> x	<id> y
----	-------------	-------------

FClamp

Result is $\min(\max(x, \mathit{minVal}), \mathit{maxVal})$. Result is undefined if $\mathit{minVal} > \mathit{maxVal}$. The semantics used by $\min()$ and $\max()$ are those of FMin and FMax.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

43	<id> x	<id> minVal	<id> maxVal
----	-------------	---------------------------	---------------------------

UClamp

Result is $\min(\max(x, \mathit{minVal}), \mathit{maxVal})$, where x , minVal and maxVal are interpreted as unsigned integers. Result is undefined if $\mathit{minVal} > \mathit{maxVal}$.

Result Type and the type of the operands must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

44	<id> x	<id> minVal	<id> maxVal
----	-------------	---------------------------	---------------------------

SClamp

Result is $\min(\max(x, \mathit{minVal}), \mathit{maxVal})$, where x , minVal and maxVal are interpreted as signed integers. Result is undefined if $\mathit{minVal} > \mathit{maxVal}$.

Result Type and the type of the operands must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

45	<id> x	<id> minVal	<id> maxVal
----	-------------	---------------------------	---------------------------

FMix

Result is the linear blend of x and y , i.e., $x * (1 - a) + y * a$.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

46	<id> x	<id> y	<id> a
----	-------------	-------------	-------------

Step

Result is 0.0 if $x < edge$; otherwise result is 1.0.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

48	<id> $edge$	<id> x
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SmoothStep

Result is 0.0 if $x \leq edge0$ and 1.0 if $x \geq edge1$ and performs smooth Hermite interpolation between 0 and 1 when $edge0 < x < edge1$. This is equivalent to:

$t * t * (3 - 2 * t)$, where $t = \text{clamp}((x - edge0) / (edge1 - edge0), 0, 1)$

Result is undefined if $edge0 \geq edge1$.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

49	<id> $edge0$	<id> $edge1$	<id> x
----	-----------------	-----------------	-------------

Fma

Computes $a * b + c$. In uses where this operation is decorated with **NoContraction**:

- **fma** is considered a single operation, whereas the expression $a * b + c$ is considered two operations.
- The precision of **fma** can differ from the precision of the expression $a * b + c$.
- **fma** will be computed with the same precision as any other **fma** decorated with **NoContraction**, giving invariant results for the same input values of a , b , and c .

Otherwise, in the absence of a **NoContraction** decoration, there are no special constraints on the number of operations or difference in precision between **fma** and the expression $a * b + c$.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

50	<id> a	<id> b	<id> c
----	-------------	-------------	-------------

Frexp

Splits x into a floating-point significand in the range [0.5, 1.0) and an integral exponent of two, such that:

$$x = \text{significand} * 2^{\text{exponent}}$$

The *significand* is the result and the exponent is returned through the pointer-parameter *exp*. For a floating-point value of zero, the significand and exponent are both zero. For a floating-point value that is an infinity or is not a number, the result is undefined.

If an implementation supports negative 0, **Frexp** -0 should result in -0; otherwise it will result in 0.

The operand x must be a scalar or vector whose component type is floating-point.

The *exp* operand must be a pointer to a scalar or vector with integer component type, with 32-bit component width. The number of components in x and what *exp* points to must be the same.

Result Type must be the same type as the type of x . Results are computed per component.

51	<id> x	<id> exp
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FrexpStruct

Same semantics as in **Frexp**, except that the entire result is in the instruction's result; there is not a pointer operand to write through.

Result Type must be an **OpTypeStruct** with two members. Member 0 must have the same type as the type of x . Member 0 holds the *significand*. Member 1 must be a scalar or vector with integer component type, with 32-bit component width. Member 1 holds *exponent*. These two members must have the same number of components. This structure type must be explicitly declared by the module.

52	<id> x
----	-------------

Ldexp

Builds a floating-point number from x and the corresponding integral exponent of two in exp :

$$significand * 2^{exponent}$$

If this product is too large to be represented in the floating-point type, the result is undefined. If exp is greater than +128 (single precision) or +1024 (double precision), the result undefined. If exp is less than -126 (single precision) or -1022 (double precision), the result may be flushed to zero. Additionally, splitting the value into a significand and exponent using **frexp** and then reconstructing a floating-point value using **ldexp** should yield the original input for zero and all finite non-denormalized values.

The operand x must be a scalar or vector whose component type is floating-point.

The exp operand must be a scalar or vector with integer component type. The number of components in x and exp must be the same.

Result Type must be the same type as the type of x . Results are computed per component.

53

<id>

 x

<id>

 exp **PackSnorm4x8**

First, converts each component of the normalized floating-point value v into 8-bit integer values. These are then packed into the result.

The conversion for component c of v to fixed point is done as follows:

$$\text{round}(\text{clamp}(c, -1, +1) * 127.0)$$

The first component of the vector will be written to the least significant bits of the output; the last component will be written to the most significant bits.

The v operand must be a vector of 4 components whose type is a 32-bit floating-point.

Result Type must be a 32-bit integer type.

54

<id>

 v

PackUnorm4x8

First, converts each component of the normalized floating-point value v into 8-bit integer values. These are then packed into the result.

The conversion for component c of v to fixed point is done as follows:

$$\text{round}(\text{clamp}(c, 0, +1) * 255.0)$$

The first component of the vector will be written to the least significant bits of the output; the last component will be written to the most significant bits.

The v operand must be a vector of 4 components whose type is a 32-bit floating-point.

Result Type must be a 32-bit integer type.

55

<id>

 v **PackSnorm2x16**

First, converts each component of the normalized floating-point value v into 16-bit integer values. These are then packed into the result.

The conversion for component c of v to fixed point is done as follows:

$$\text{round}(\text{clamp}(c, -1, +1) * 32767.0)$$

The first component of the vector will be written to the least significant bits of the output; the last component will be written to the most significant bits.

The v operand must be a vector of 2 components whose type is a 32-bit floating-point.

Result Type must be a 32-bit integer type.

56

<id>

 v **PackUnorm2x16**

First, converts each component of the normalized floating-point value v into 16-bit integer values. These are then packed into the result.

The conversion for component c of v to fixed point is done as follows:

$$\text{round}(\text{clamp}(c, 0, +1) * 65535.0)$$

The first component of the vector will be written to the least significant bits of the output; the last component will be written to the most significant bits.

The v operand must be a vector of 2 components whose type is a 32-bit floating-point.

Result Type must be a 32-bit integer type.

57	<id> <i>v</i>
----	------------------

PackHalf2x16

Result is the unsigned integer obtained by converting the components of a two-component floating-point vector to the 16-bit **OpTypeFloat**, and then packing these two 16-bit integers into a 32-bit unsigned integer. The first vector component specifies the 16 least-significant bits of the result; the second component specifies the 16 most-significant bits.

The *v* operand must be a vector of 2 components whose type is a 32-bit floating-point.

Result Type must be a 32-bit integer type.

58	<id> <i>v</i>
----	------------------

PackDouble2x32

Result is the double-precision value obtained by packing the components of *v* into a 64-bit value. If an IEEE 754 Inf or NaN is created, it will not signal, and the resulting floating-point value is unspecified. Otherwise, the bit-level representation of *v* is preserved. The first vector component specifies the 32 least significant bits; the second component specifies the 32 most significant bits.

The *v* operand must be a vector of 2 components whose type is a 32-bit integer.

Result Type must be a 64-bit floating-point scalar.

Use of this instruction requires declaration of the **Float64** capability.

59	<id> <i>v</i>
----	------------------

UnpackSnorm2x16

First, unpacks a single 32-bit unsigned integer *p* into a pair of 16-bit signed integers. Then, each component is converted to a normalized floating-point value to generate the result. The conversion for unpacked fixed-point value *f* to floating point is done as follows:

$\text{clamp}(f / 32767.0, -1, +1)$

The first component of the result will be extracted from the least significant bits of the input; the last component will be extracted from the most significant bits.

The *p* operand must be a scalar with 32-bit integer type.

Result Type must be a vector of 2 components whose type is 32-bit floating point.

60	<id> <i>p</i>
----	------------------

UnpackUnorm2x16

First, unpacks a single 32-bit unsigned integer p into a pair of 16-bit unsigned integers. Then, each component is converted to a normalized floating-point value to generate the result. The conversion for unpacked fixed-point value f to floating point is done as follows:

$$f / 65535.0$$

The first component of the result will be extracted from the least significant bits of the input; the last component will be extracted from the most significant bits.

The p operand must be a scalar with 32-bit integer type.

Result Type must be a vector of 2 components whose type is 32-bit floating point.

61	<i><id></i> p
----	--------------------------

UnpackHalf2x16

Result is the two-component floating-point vector with components obtained by unpacking a 32-bit unsigned integer into a pair of 16-bit values, interpreting those values as 16-bit floating-point numbers according to the OpenGL Specification, and converting them to 32-bit floating-point values. Subnormal numbers are either preserved or flushed to zero, consistently within an implementation.

The first component of the vector is obtained from the 16 least-significant bits of v ; the second component is obtained from the 16 most-significant bits of v .

The v operand must be a scalar with 32-bit integer type.

Result Type must be a vector of 2 components whose type is 32-bit floating point.

62	<i><id></i> v
----	--------------------------

UnpackSnorm4x8

First, unpacks a single 32-bit unsigned integer p into four 8-bit signed integers. Then, each component is converted to a normalized floating-point value to generate the result. The conversion for unpacked fixed-point value f to floating point is done as follows:

$$\text{clamp}(f / 127.0, -1, +1)$$

The first component of the result will be extracted from the least significant bits of the input; the last component will be extracted from the most significant bits.

The p operand must be a scalar with 32-bit integer type.

Result Type must be a vector of 4 components whose type is 32-bit floating point.

63	<i><id></i> p
----	--------------------------

UnpackUnorm4x8

First, unpacks a single 32-bit unsigned integer p into four 8-bit unsigned integers. Then, each component is converted to a normalized floating-point value to generate the result. The conversion for unpacked fixed-point value f to floating point is done as follows:

$$f / 255.0$$

The first component of the result will be extracted from the least significant bits of the input; the last component will be extracted from the most significant bits.

The p operand must be a scalar with 32-bit integer type.

Result Type must be a vector of 4 components whose type is 32-bit floating point.

64

<id>

 p **UnpackDouble2x32**

Result is the two-component unsigned integer vector representation of v . The bit-level representation of v is preserved. The first component of the vector contains the 32 least significant bits of the double; the second component consists of the 32 most significant bits.

The v operand must be a scalar whose type is 64-bit floating point.

Result Type must be a vector of 2 components whose type is a 32-bit integer.

Use of this instruction requires declaration of the **Float64** capability.

65

<id>

 v **Length**

Result is the length of vector x , i.e., $\text{sqrt}(x[0]^2 + x[1]^2 + \dots)$.

The operand x must be a scalar or vector whose component type is floating-point.

Result Type must be a scalar of the same type as the component type of x .

66

<id>

 x **Distance**

Result is the distance between $p0$ and $p1$, i.e., $\text{length}(p0 - p1)$.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type must be a scalar of the same type as the component type of the operands.

67

<id>

 $p0$

<id>

 $p1$

Cross

Result is the cross product of x and y , i.e., the resulting components are, in order:

$$x[1] * y[2] - y[1] * x[2]$$

$$x[2] * y[0] - y[2] * x[0]$$

$$x[0] * y[1] - y[0] * x[1]$$

All the operands must be vectors of 3 components of a floating-point type.

Result Type and the type of all operands must be the same type.

68

<id>

 x

<id>

 y **Normalize**

Result is the vector in the same direction as x but with a length of 1.

The operand x must be a scalar or vector whose component type is floating-point.

Result Type and the type of x must be the same type.

69

<id>

 x **FaceForward**

If the dot product of $Nref$ and I is negative, the result is N , otherwise it is $-N$.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type.

70

<id>

 N

<id>

 I

<id>

 $Nref$ **Reflect**

For the incident vector I and surface orientation N , the result is the reflection direction:

$$I - 2 * \text{dot}(N, I) * N$$

N must already be normalized in order to achieve the desired result.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type.

71

<id>

 I

<id>

 N

Refract

For the incident vector I and surface normal N , and the ratio of indices of refraction eta , the result is the refraction vector. The result is computed by

$$k = 1.0 - eta * eta * (1.0 - dot(N, I) * dot(N, I))$$

if $k < 0.0$ the result is 0.0

otherwise, the result is $eta * I - (eta * dot(N, I) + sqrt(k)) * N$

The input parameters for the incident vector I and the surface normal N must already be normalized to get the desired results.

The type of I and N must be a scalar or vector with a floating-point component type.

The type of eta must be a 16-bit or 32-bit floating-point scalar.

Result Type, the type of I , and the type of N must all be the same type.

72

<id>
 I <id>
 N <id>
 eta **FindILsb**

Integer least-significant bit.

Results in the bit number of the least-significant 1-bit in the binary representation of $Value$. If $Value$ is 0, the result is -1.

Result Type and the type of $Value$ must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

This instruction is currently limited to 32-bit width components.

73

<id>
 $Value$ **FindSMsb**

Signed-integer most-significant bit, with $Value$ interpreted as a signed integer.

For positive numbers, the result will be the bit number of the most significant 1-bit. For negative numbers, the result will be the bit number of the most significant 0-bit. For a $Value$ of 0 or -1, the result is -1.

Result Type and the type of $Value$ must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

This instruction is currently limited to 32-bit width components.

74

<id>
 $Value$

FindUMsb

Unsigned-integer most-significant bit.

Results in the bit number of the most-significant 1-bit in the binary representation of *Value*. If *Value* is 0, the result is -1.

Result Type and the type of *Value* must both be integer scalar or integer vector types. *Result Type* and operand types must have the same number of components with the same component width. Results are computed per component.

This instruction is currently limited to 32-bit width components.

75

<id>
Value

InterpolateAtCentroid

Result is the value of the input *interpolant* sampled at a location inside both the pixel and the primitive being processed. The value obtained would be the same value assigned to the input variable if it were decorated as **Centroid**.

The operand *interpolant* must be a pointer to the **Input** Storage Class.

The operand *interpolant* must be a pointer to a scalar or vector whose component type is 32-bit floating-point.

This instruction is only valid in the **Fragment** execution model.

Result Type and the type that *interpolant* points to must be the same type.

Use of this instruction requires declaration of the **InterpolationFunction** capability.

76

<id>
interpolant

InterpolateAtSample

Result is the value of the input *interpolant* variable at the location of sample number *sample*. If multisample buffers are not available, the input variable will be evaluated at the center of the pixel. If sample *sample* does not exist, the position used to interpolate the input variable is undefined.

The operand *interpolant* must be a pointer to the **Input** Storage Class.

The operand *interpolant* must be a pointer to a scalar or vector whose component type is 32-bit floating-point.

This instruction is only valid in the **Fragment** execution model.

The *sample* operand must be a scalar 32-bit integer.

Result Type and the type that *interpolant* points to must be the same type.

Use of this instruction requires declaration of the **InterpolationFunction** capability.

77

<id>
interpolant

<id>
sample

InterpolateAtOffset

Result is the value of the input *interpolant* variable sampled at an offset from the center of the pixel specified by *offset*. The two floating-point components of *offset*, give the offset in pixels in the *x* and *y* directions, respectively. An *offset* of (0, 0) identifies the center of the pixel. The range and granularity of offsets supported are implementation-dependent.

The operand *interpolant* must be a pointer to the **Input** Storage Class.

The operand *interpolant* must be a pointer to a scalar or vector whose component type is 32-bit floating-point.

This instruction is only valid in the **Fragment** execution model.

The *offset* operand must be a vector of 2 components of 32-bit floating-point type.

Result Type and the type that *interpolant* points to must be the same type.

Use of this instruction requires declaration of the **InterpolationFunction** capability.

78	<id> <i>interpolant</i>	<id> <i>offset</i>
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NMin

Result is *y* if $y < x$; otherwise result is *x*. If one operand is a NaN, the other operand is the result. If both operands are NaN, the result is a NaN.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

79	<id> <i>x</i>	<id> <i>y</i>
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NMax

Result is *y* if $x < y$; otherwise result is *x*. If one operand is a NaN, the other operand is the result. If both operands are NaN, the result is a NaN.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

80	<id> <i>x</i>	<id> <i>y</i>
----	------------------	------------------

NClamp

Result is $\min(\max(x, \text{minVal}), \text{maxVal})$. Result is undefined if $\text{minVal} > \text{maxVal}$. The semantics used by $\min()$ and $\max()$ are those of NMin and NMax.

The operands must all be a scalar or vector whose component type is floating-point.

Result Type and the type of all operands must be the same type. Results are computed per component.

81	<i><id></i> <i>x</i>	<i><id></i> <i>minVal</i>	<i><id></i> <i>maxVal</i>
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A Changes

A.1 Changes from Version 0.99, Revision 1

- Fork the revision stream, changes section, etc. from the core specification, so this specification has its own, starting numbering at revision 1. This document now lives independently.
- Added integer versions of `abs`, `sign`, `min`, `max`, and `clamp`.
- Removed `floatBitsToInt`, `floatBitsToUint`, `intBitsToFloat`, and `uintBitsToFloat`; these can be handled with **OpBitcast**.
- Removed `fTransform`, not needed.
- Fixed internal bugs
 - 13721: Add **OpTypeStruct**-result versions of **Modf** and **Frexp**: **ModfStruct** and **FrexpStruct**.
- Fixed public bugs
 - 1322: GLSL.std.450 `frexp` wasn't saying the `exp` argument was a pointer to the result

A.2 Changes from Version 0.99, Revision 2

- Moved `AddCarry`, `SubBorrow`, and `MulExtended` type of instructions to the core specification.
- Added integer variant of **Mix**, creating **FMix** and **IMix** (14480).
- Modified spellings to be more regular (14614).

A.3 Changes from Version 0.99, Revision 3

- Add "N" version of **Min**, **Max**, and **Clamp**, creating a version that favors non-NaN operands over NaN operands.
- Bug 15452 Remove **IMix**.
- Bug 15300 Be more consistent that the **InterpolateAt** instructions take a pointer.
- Bug 14548 Document the **Capability** needed for **Double2x32** and **InterpolateAt** instructions.

A.4 Changes from Version 1.00, Revision 1

- Bug 14548 Document the **Capability** needed for **UnpackDouble2x32**.

A.5 Changes from Version 1.00, Revision 2

- Change `precise` to `NoContraction`

A.6 Changes from Version 1.00, Revision 3

- Allow both 16-bit and 32-bit floating-point types in most places where before only 32-bit floating-point types were allowed. This does not effect whether 16-bit floating point types are allowed, which is selected independently. Since 16-bit types were historically disallowed, this is a backward compatible change.
- Fix Khronos internal issue #109: be more clear for `NMin/NMax`: If both operands are NaN, the result is a NaN.

A.7 Changes from Version 1.00, Revision 4

- Be clear about **UnpackHalf2x16** denorm rules.

A.8 Changes from Version 1.00, Revision 5

- Khronos SPIR-V Issue #211: As with **FindSMsb** and **FindUMsb**, **FindILsb** needs 32-bit components.