DirectX10 Effects and Performance

Bryan Dudash

CEDEC 2006

Today’s sessions

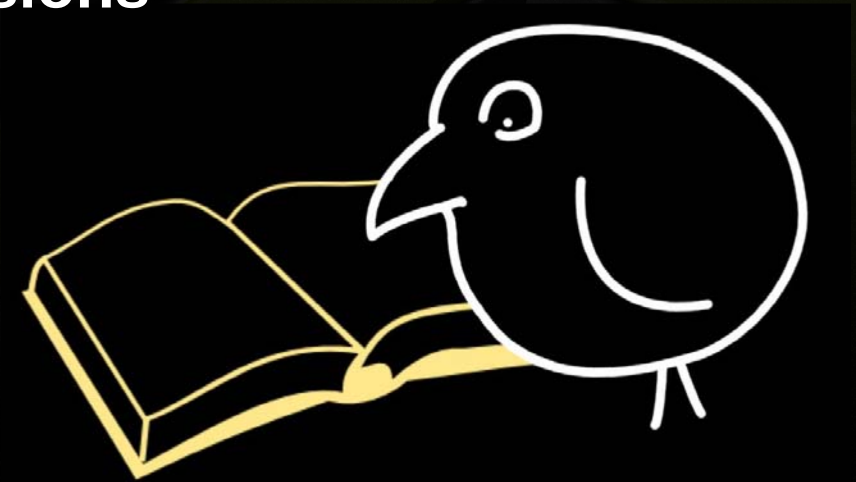
Now	***DX10のエフェクトとパフォーマンスならびに使用法***
	Bryan Dudash *NVIDIA*
16:50 – 17:00	**BREAK**
17:00 – 18:30	**NVIDIA　GPUでの物理演算**
	Simon Green *NVIDIA*

Motivation

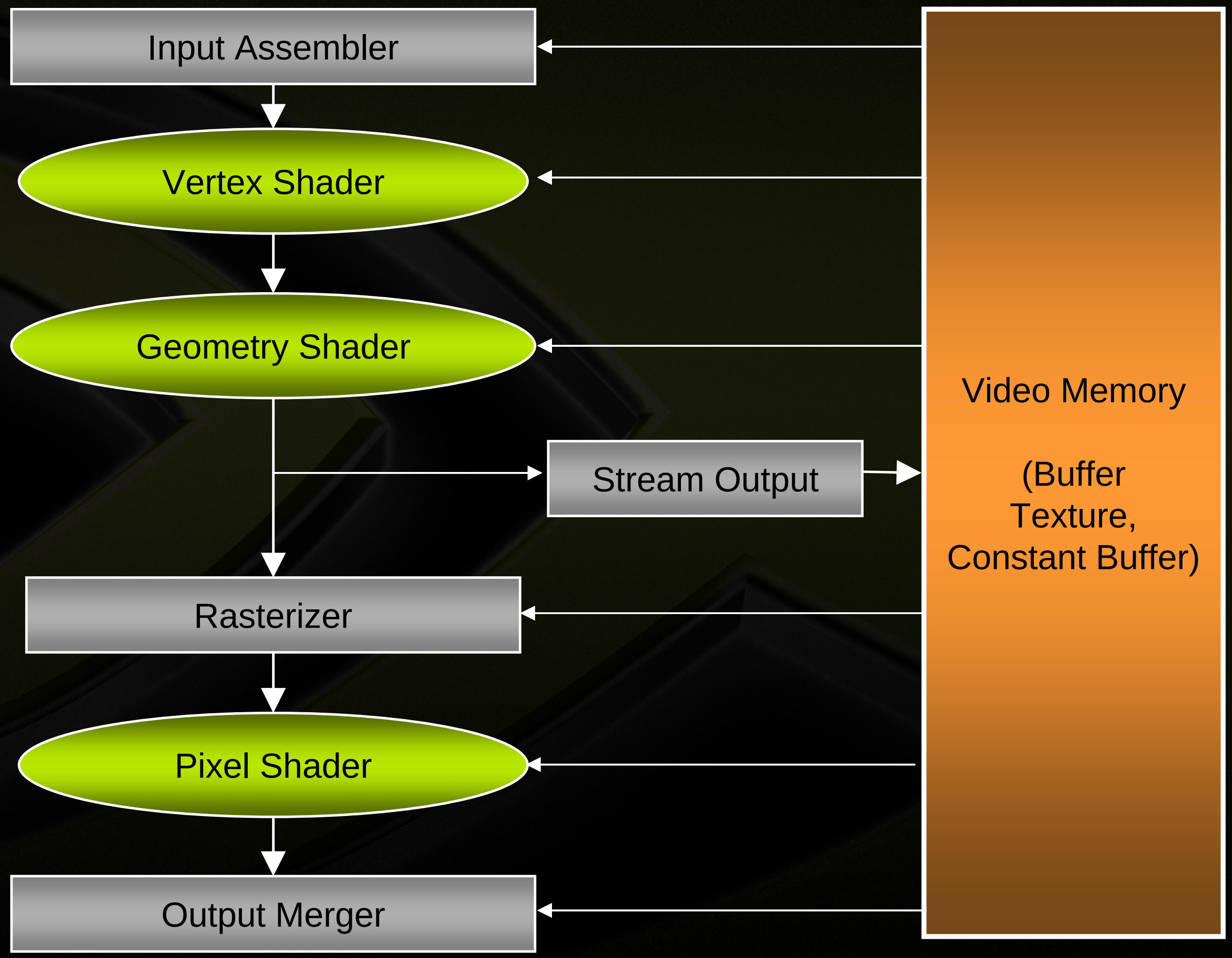
- Direct3D 10 is Microsoft's next graphics API
  - Driving the feature set of next generation GPUs
- Many new features
  - New programmability, generality
- New driver model
  - Improved performance
- Cleaned up API
  - Improved state handling. Almost no caps bits!

Agenda

- Short review of DX10 pipeline and features
- Effect Case Studies
  - Fins for fur – GPU Silhouette detection
  - Cloth – GPU simulation in less passes
  - Metaballs – GPU isosurface extraction
- Conclusions



Direct3D 10 Pipeline



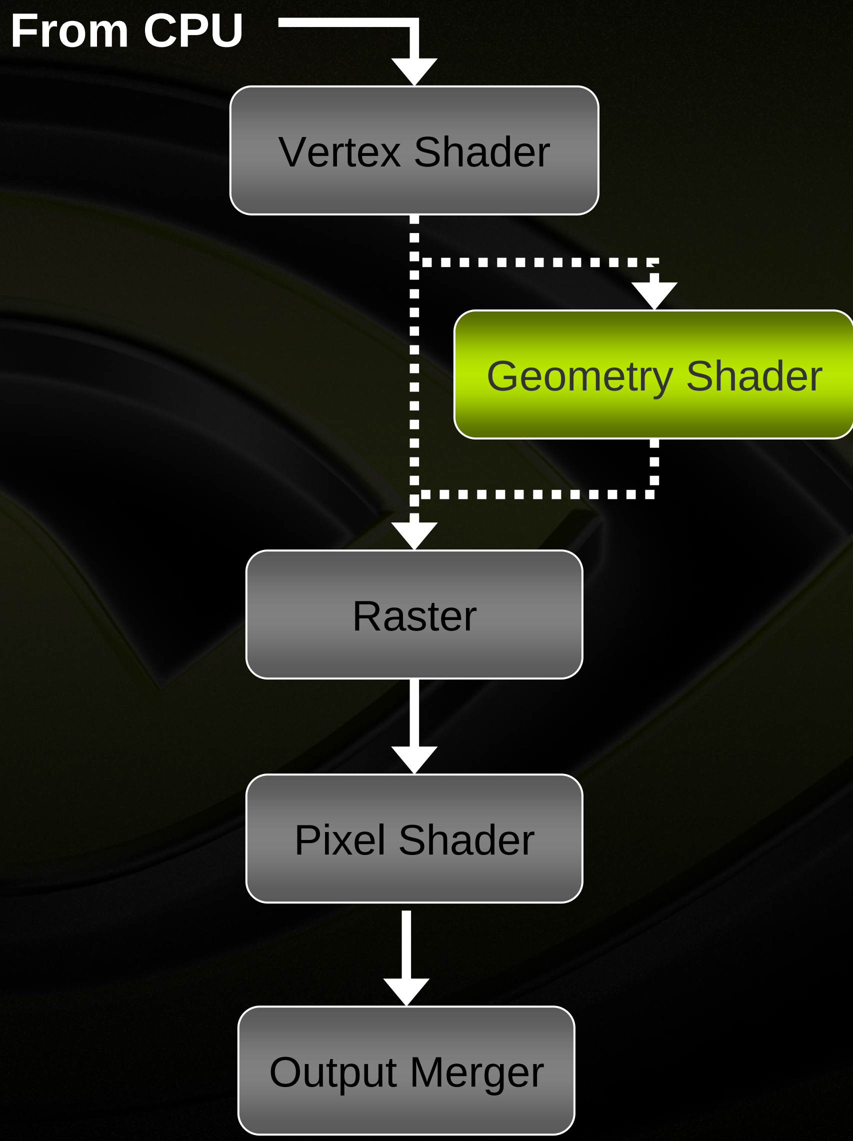
Direct3D 10 New Features

- Common shader Instruction Set
  - Integer operations in shaders
  - Everything is indexable
- Geometry shader
- Stream out
- Render Target arrays
- Texture arrays
- 8 MRTs
- Input assembler generated identifiers; InstanceID, VertexID, PrimitiveID
- Alpha to Coverage

Coming up…

- Overview of Geometry Shader
- Example using GS: fins
  - Some HLSL code showing the use of the GS
- Overview of Stream Out
- Example using SO: Cloth
  - Some HLSL code showing the use of the SO
- Metaballs : Marching cubes

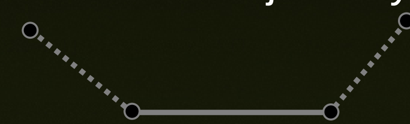
Geometry Shader



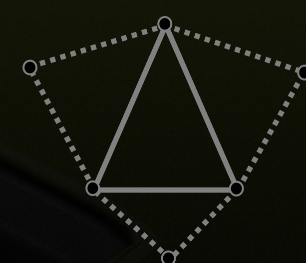
input

Point
Line
Triangle

Line with adjacency



Triangle with adjacency



output

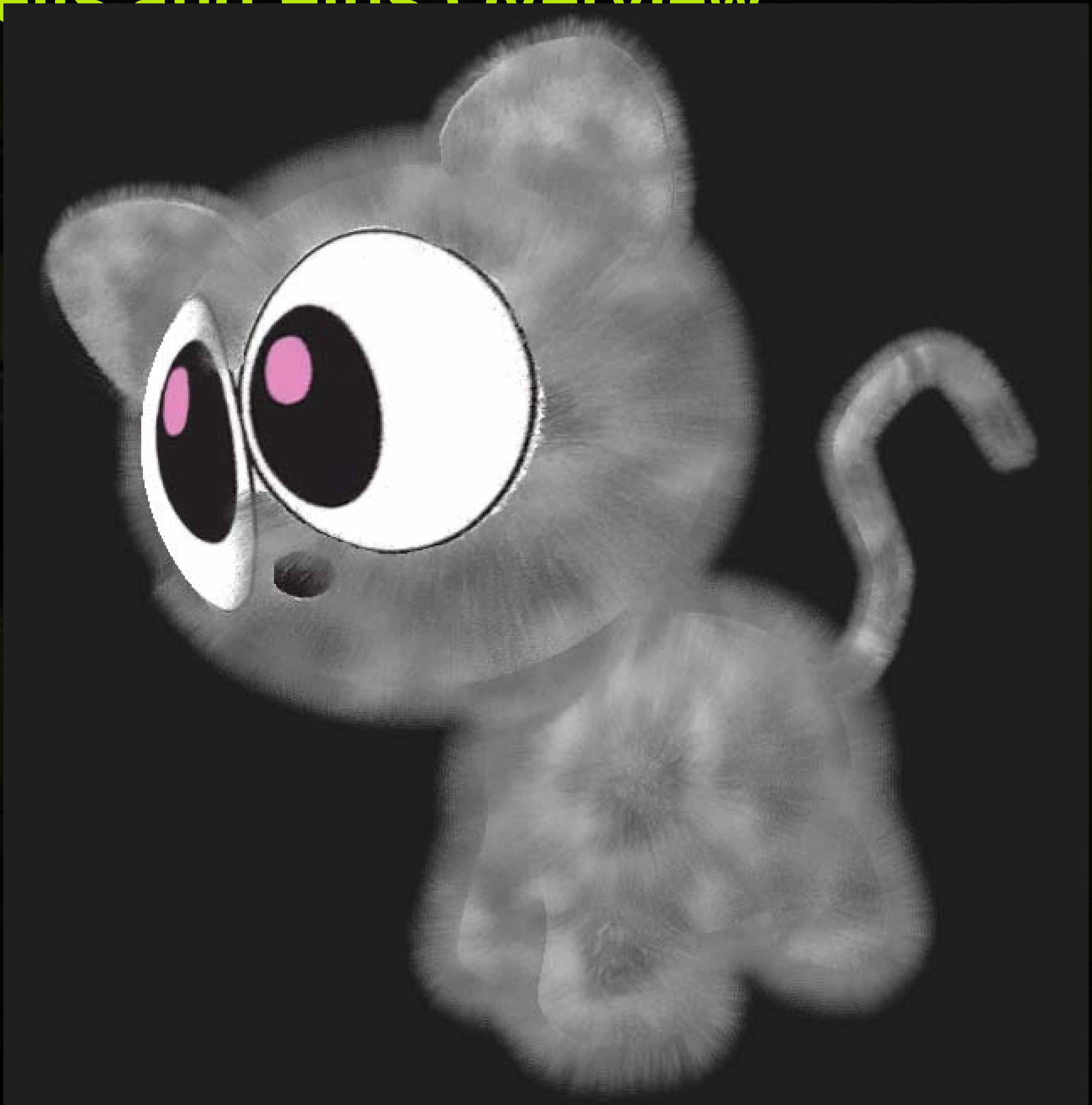
Point list
Line strip
Triangle strip

A quick note regarding GS

- **If stream out is enabled**
  - **GS will output *lists***
- **If stream out is disabled**
  - **GS will output *lists of strips***

Fur; generating fins on the GPU

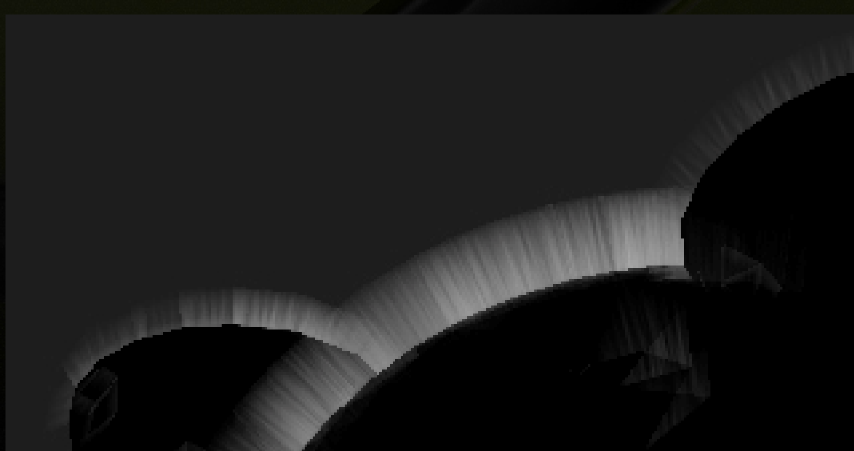
Shells and Fins Overview



Shells: problems at silhouettes

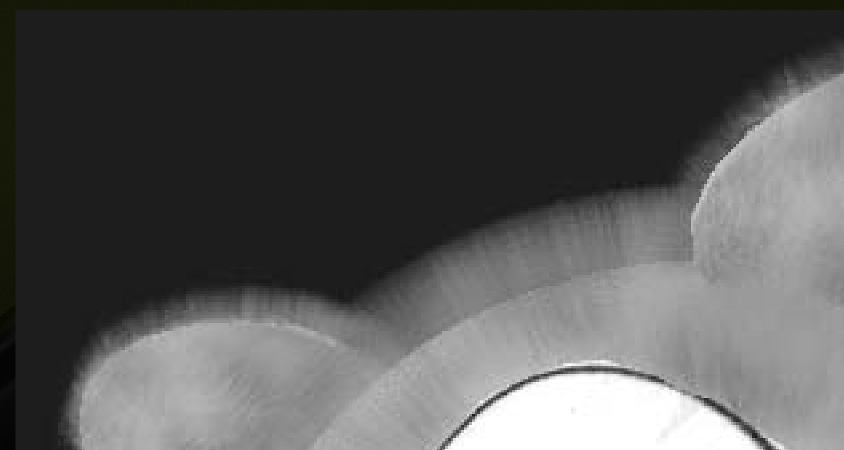
8 shells

+

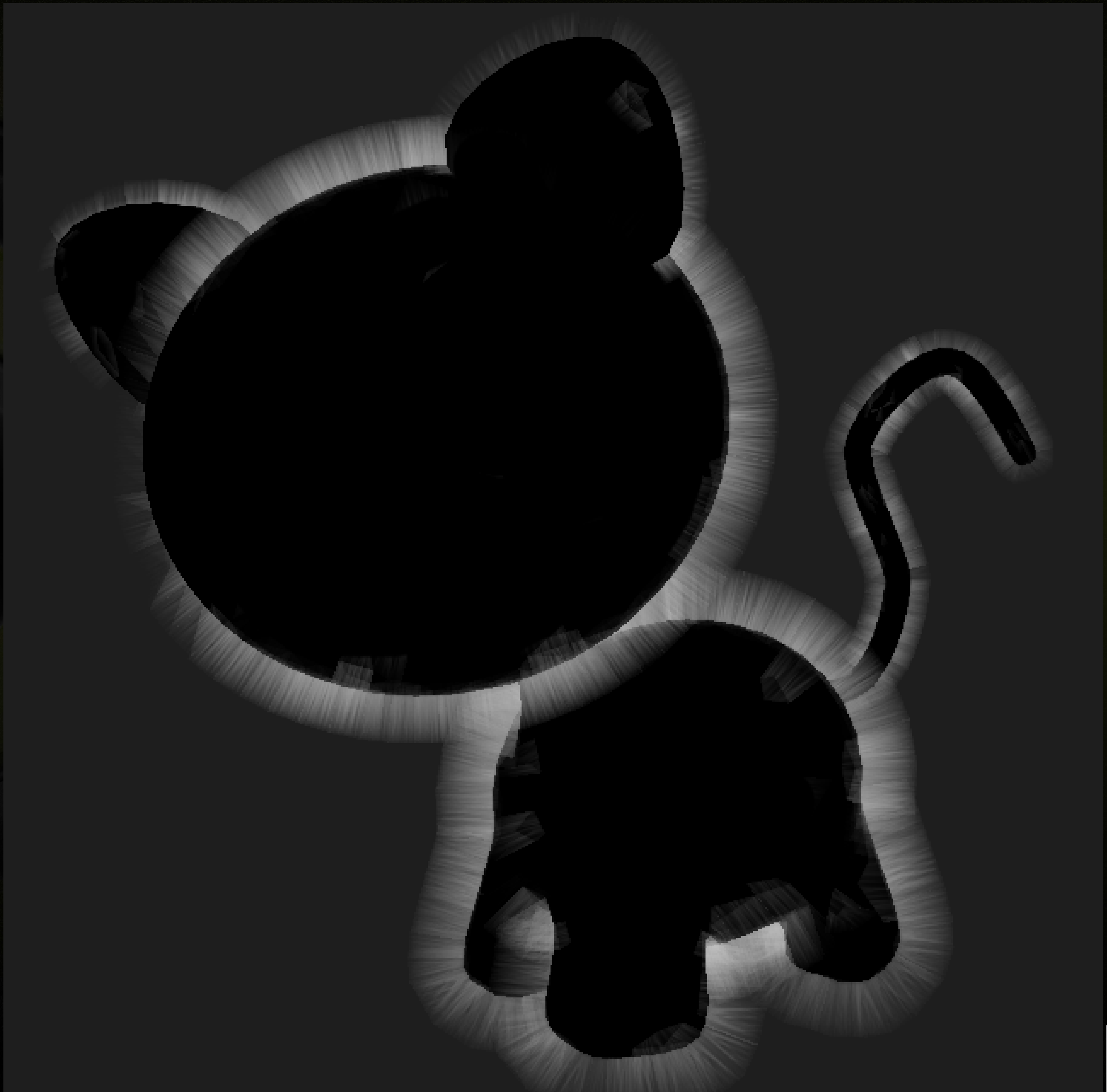


fins

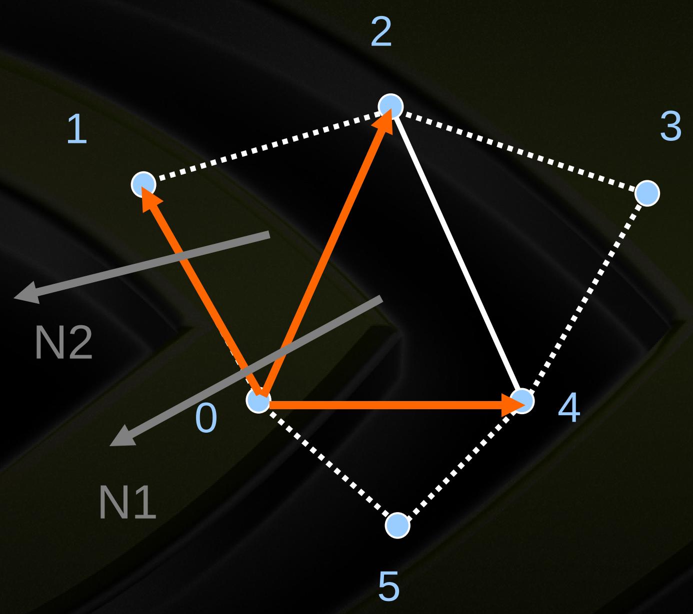
→

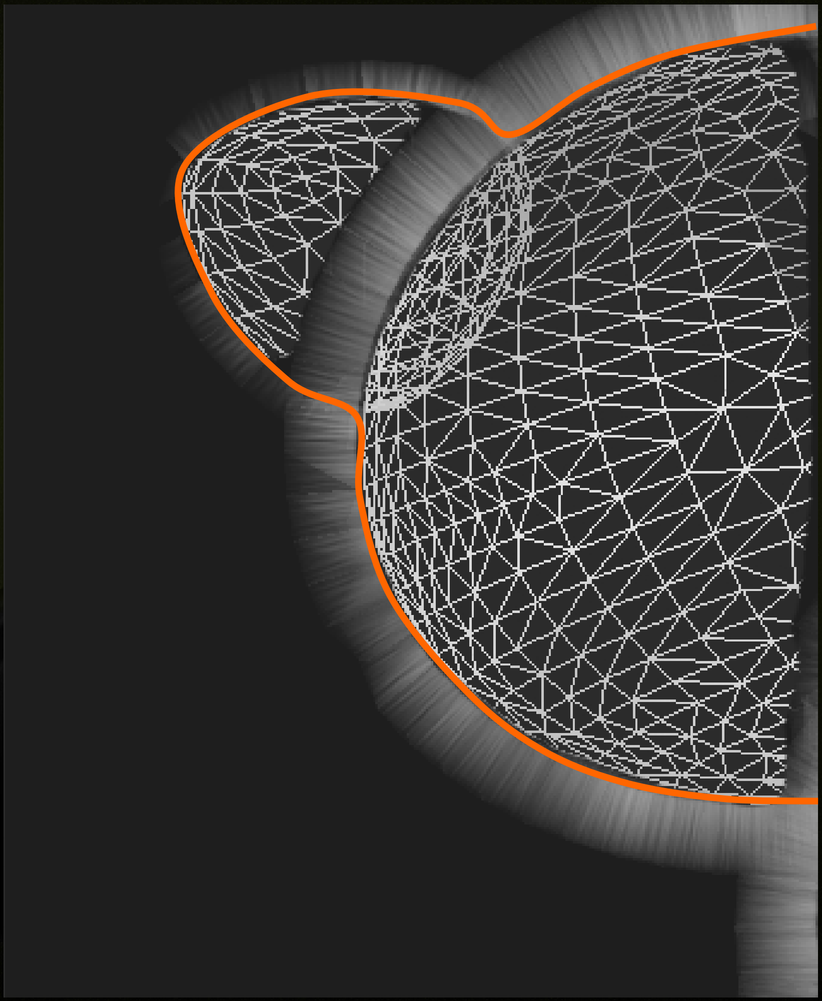


fins

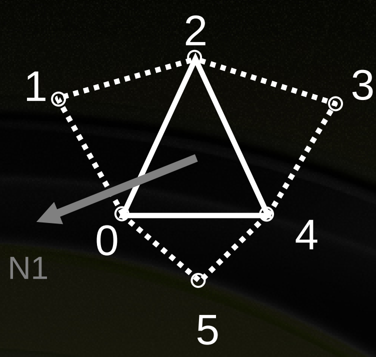


Silhouette detection on the GS





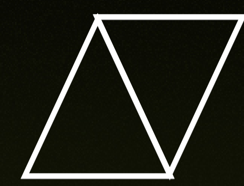
If(dot(eyeVec,N1) * dot(eyeVec,N2) < 0) input



triangleadj

Geometry Shader

output

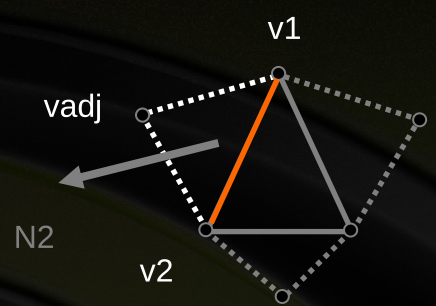


TriangleStream

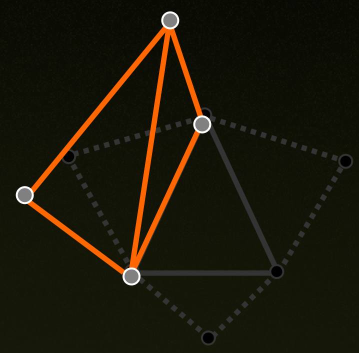
```
//GS shader for the fins
[maxvertexcount(12)]
void GS( triangleadj VS_OUTPUT input[6],
inout TriangleStream<GS_OUTPUT_FINS>TriStream)
{
    //compute the triangle’s normal
    float3 N1 = normalize(cross( input[0].Position - input[2].Position ,
     input[4].Position -input[2].Position ));
    float3 eyeVec = normalize( Eye – input[0].Position);

    //if the central triangle is front facing, check the other triangles
    if( dot(N1, eyeVec)  > 0.0f )
    {
        makeFin(input[2],input[0],input[1], TriStream);
        makeFin(input[4],input[2],input[3], TriStream);
        makeFin(input[0],input[4],input[5], TriStream);
    }
}
```

Silhouette extrusion

input



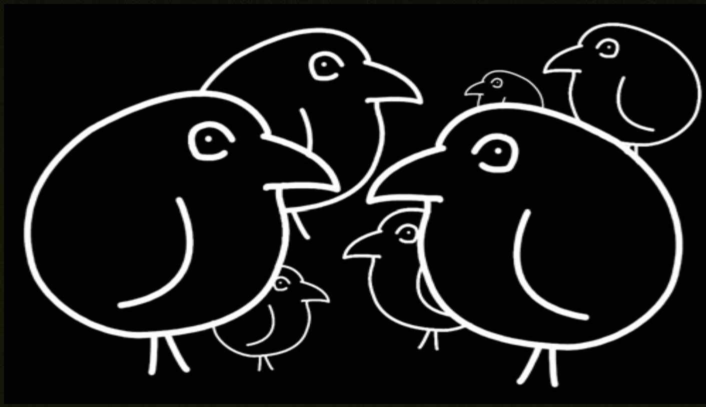
output



```
void makeFin( VS_OUTPUT v1, VS_OUTPUT v2, VS_OUTPUT vAdj, inout TriangleStream<GS_OUTPUT_FINS>
TriStream )
{  float3 N2 = normalize(cross( v1.Position - v2.Position, vAdj.Position - v2.Position ));
   float3 eyeVec = normalize( Eye - v1.Position );

   if( dot(eyeVec,N2) < 0 )
   {   //this is a silhouette edge, therefore extrude it into 2 triangles
       GS_OUTPUT_FINS Out;

       for(int v=0; v<2; v++)
       {
          Out.Position = mul(v2.Position + v*float4(v2.Normal,0)*length, WorldViewProj );
          Out.Normal = mul( v2.Normal, World );
          Out.TextureMesh = v2.Texture;
          Out.TextureFin = float2(1,1-v);
          Out.Opacity = opacity;
          TriStream.Append(Out);
       }
   TriStream.RestartStrip();
   }
 }
```

Some more Geometry Shader Applications

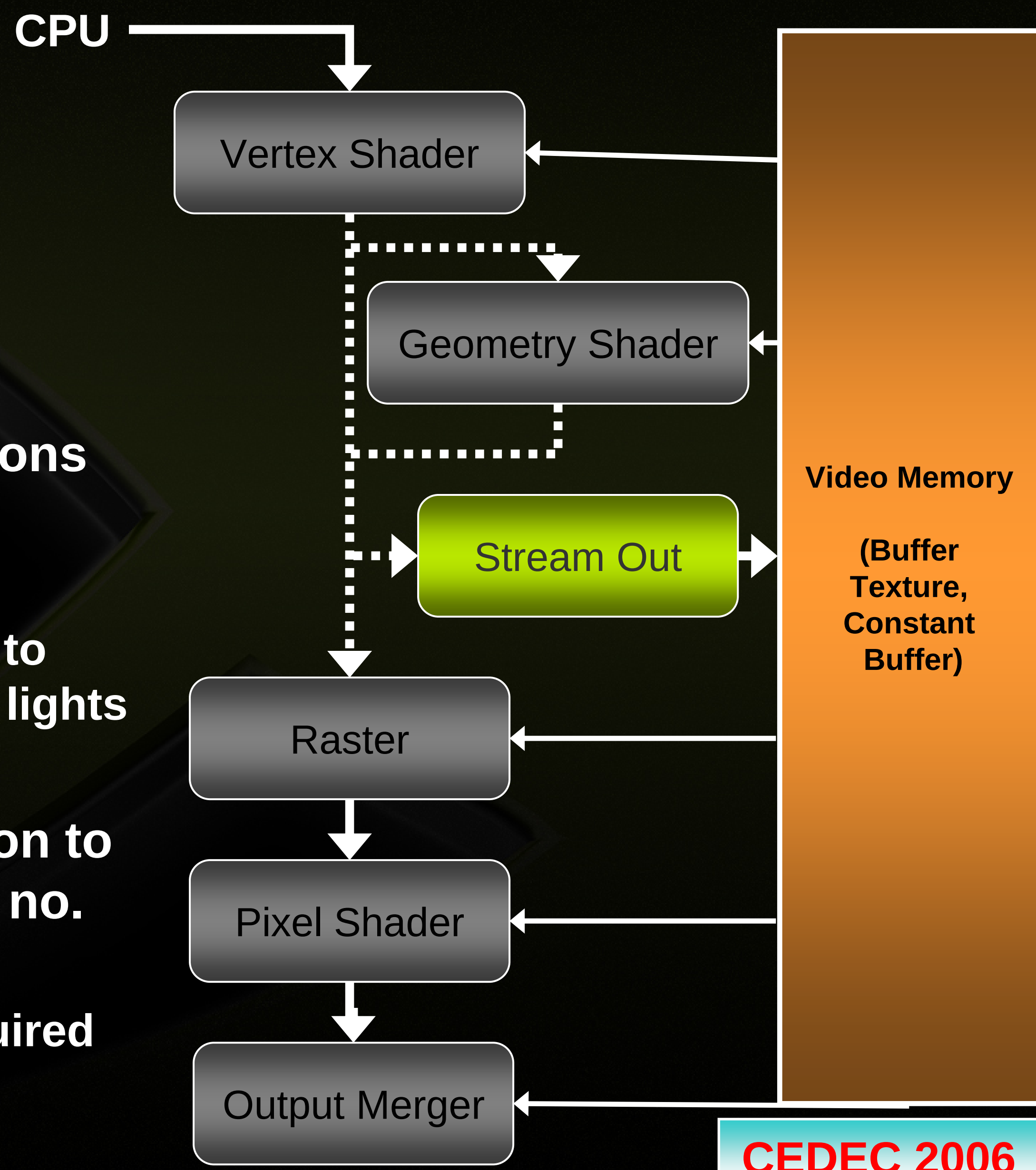
- Silhouette detection and extrusion for:
  - Shadow volume generation
  - NPR



- Render to cubemap
  - single pass
  - in conjunction with Render Target arrays
- GPGPU
  - variable number of outputs from shader

Stream Out

- Allows storing output from geometry shader or vertex shader to buffer
- Enables multi-pass operations on geometry, e.g.
  - Recursive subdivision
  - Store results of skinning to buffer, reuse for multiple lights
- Can use DrawAuto() function to automatically draw correct no. of primitives
  - No CPU intervention required



Cloth on the GPU

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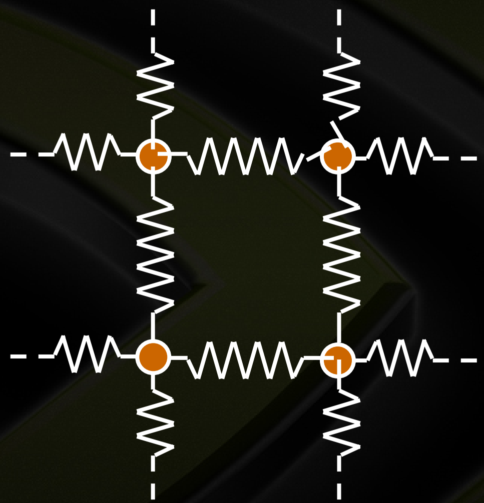
Cloth as a Set of Particles

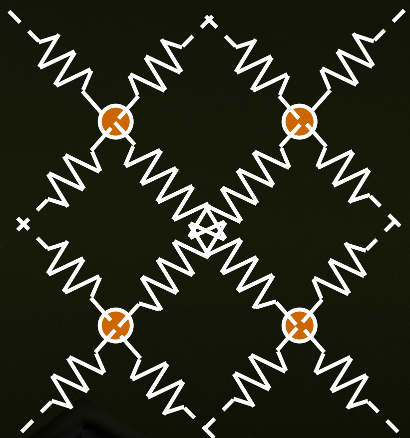
- Each particle is subject to:
  - A force (gravity, wind, drag, etc.)
  - Various constraints:
    - To maintain overall shape (springs)
    - To prevent interpenetration with the environment (collision)
- The constraints create a system of equations to be solved at each time step
- Use explicit integration: constraints are resolved by relaxation, that is by enforcing them one after the other for a given number of iterations

Spring Constraints

- **Particles are linked by springs:**



Structural springs

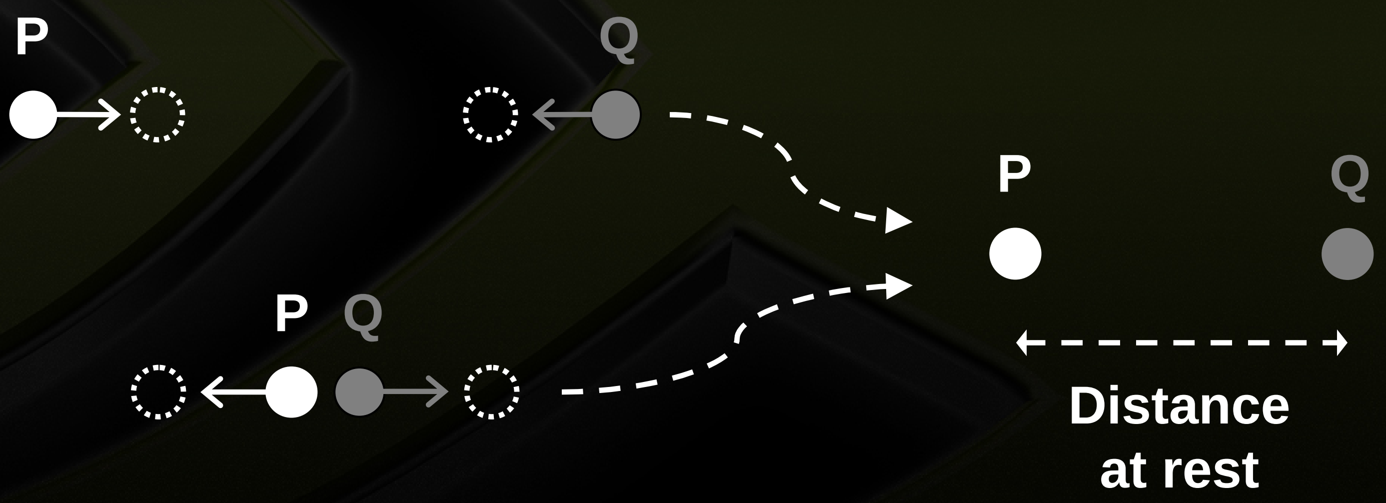


Shear springs

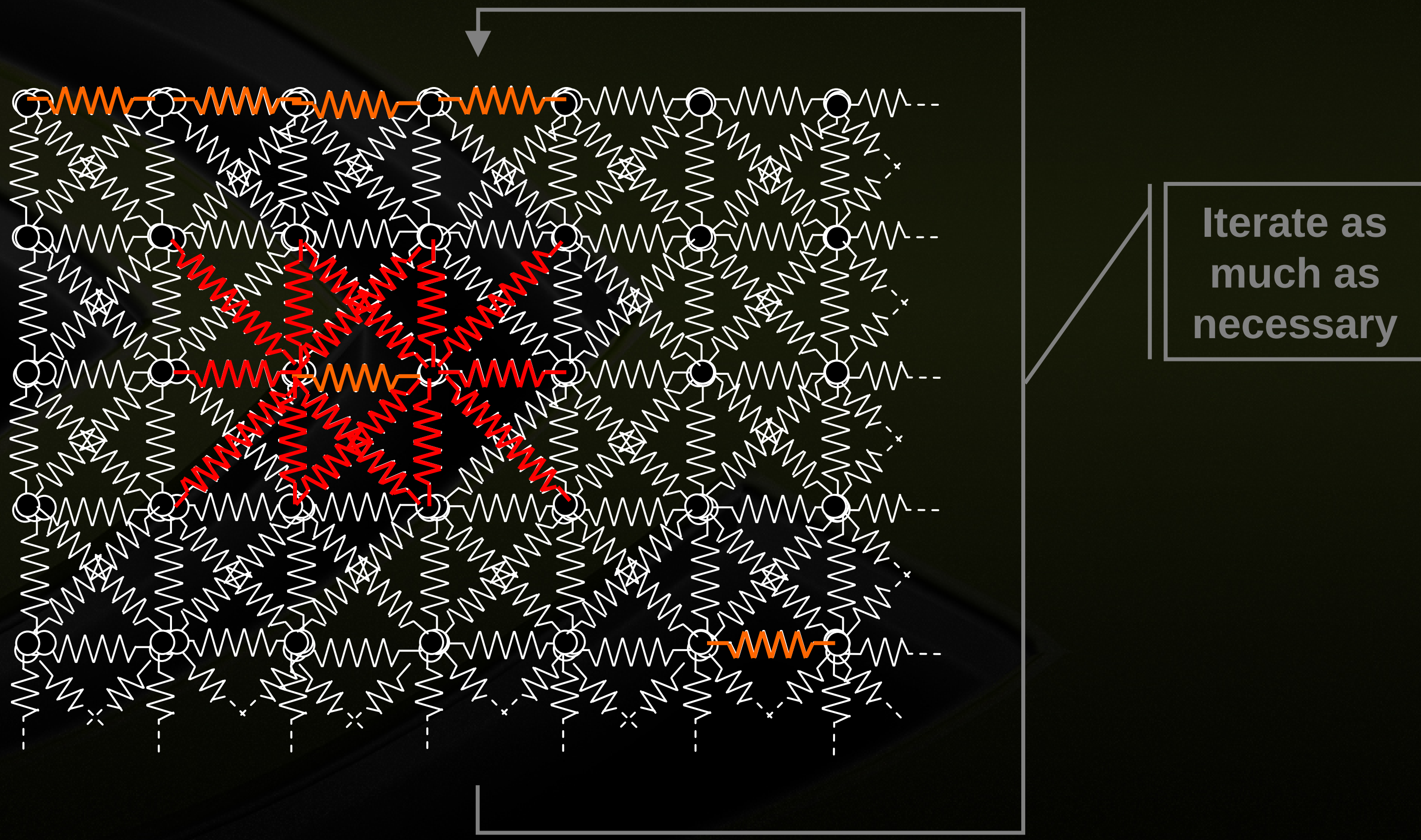
- **A spring is simulated as a distance constraint between two particles**

Distance Constraint

- A distance constraint DC(P, Q) between two particles P and Q is **enforced by moving them away or towards each other**:

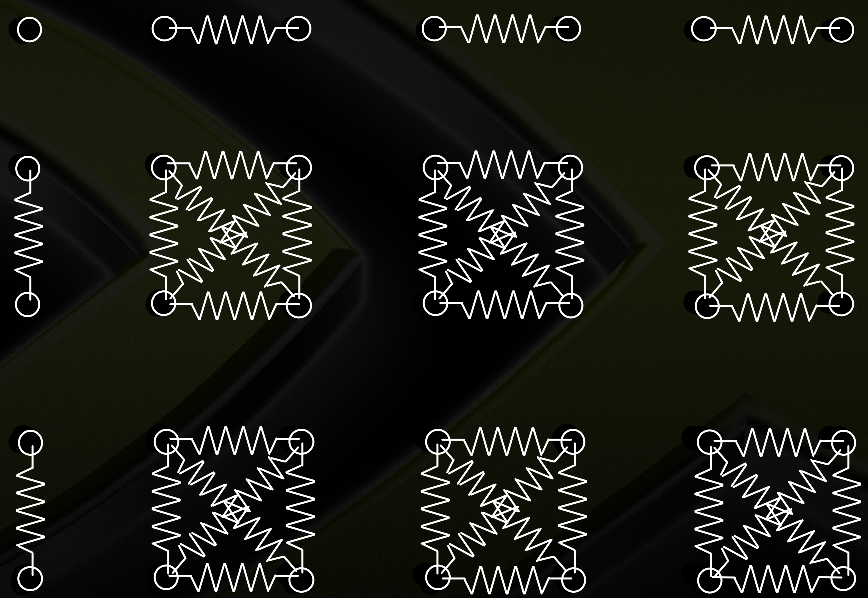


Sequential update



Parallel update

Batch 1



Parallel update

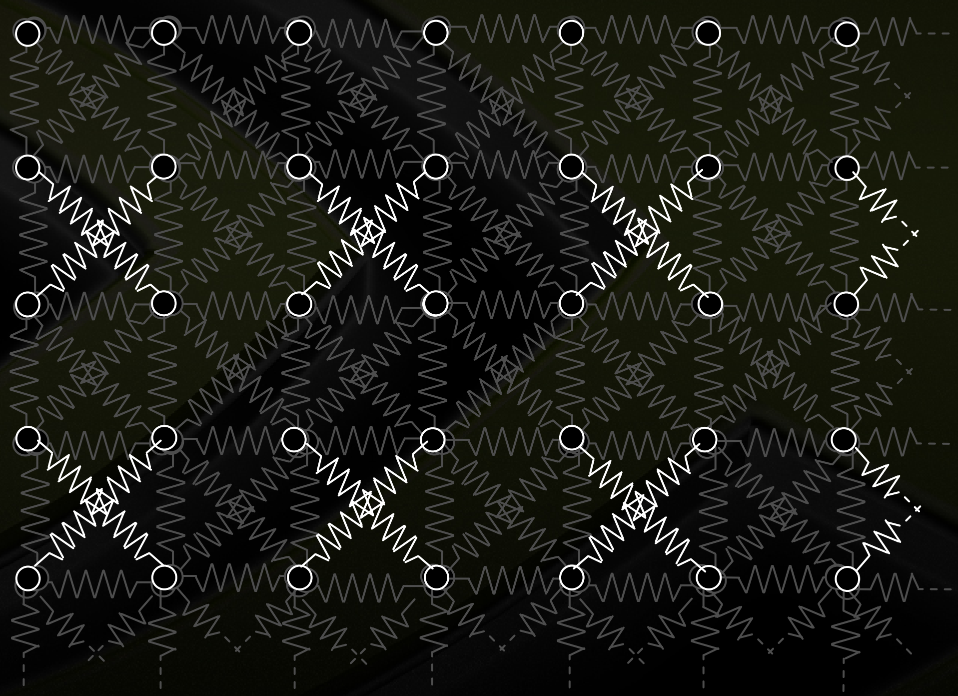
Batch 2

Parallel update

Batch 3

Parallel update

Batch 4



Pseudo-Code: Simulation Loop

- Apply force to all particles
- For as many times as necessary:
  - For each batch of independent springs:
    - apply distance constraints to all the springs
  - apply collision constraints
- Render mesh

DirectX10 Implementation

- Particles stored in a vertex buffer
  - DirectX9: particles would be stored in a texture
- Computation in Geometry Shader
- Synchronization between passes through Stream Out

Pseudo-Code: Initialization

- Create two vertex buffers to store the particles:
  - Vertex format is current position, old position, normal, etc.
  - One vertex buffer is used as input to the vertex shader
  - One vertex buffer is used as output to the geometry shader (Stream Output)
  - The two buffers are swapped after each rendering pass
- Create as many index buffers as there are batches of independent springs (4)
  - Each index buffer feeds the geometry shader with the right 4-tuples of particles
- Create an index buffer for rendering

Pseudo-Code: Simulation Loop

- Set a vertex shader that applies force
- Render to SO as a point list
- Swap vertex buffers
- For as many times as necessary:
  - For each batch of independent springs:
    - Set a geometry shader that applies distance constraints
    - Render to SO as an indexed triangle list with adjacency
    - Swap vertex buffers
  - Set a vertex shader that applies collision constraints
  - Render to SO as a point list
  - Swap vertex buffers

- Render to color buffer as indexed triangle list

Pseudo-Code: Simulation Loop

- Set a vertex shader that applies force
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    - Swap vertex buffers
  - **Set a vertex shader that applies collision constraints**
  - **Render to SO as a point list**
  - **Swap vertex buffers**

- Render to color buffer as indexed triangle list

Pseudo-Code: Simulation Loop

- Set a vertex shader that applies force
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  - Render to SO as a point list
  - Swap vertex buffers

- **Render to color buffer as indexed triangle list**

Pseudo-Code: Simulation Loop

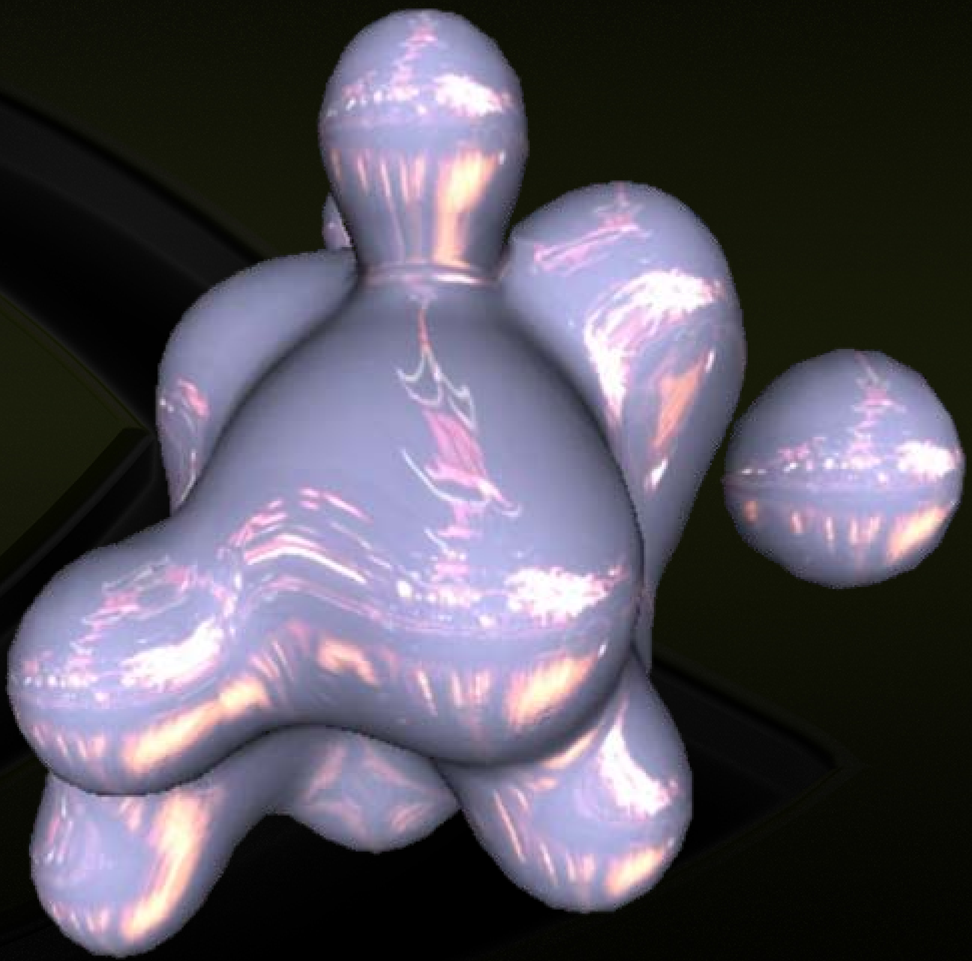
- Set a vertex shader that applies force
- Render to SO as a point list
- Swap vertex buffers
- For as many times as necessary:
  - For each batch of independent springs:
    - Set a geometry shader that applies distance constraints
    - Render to SO as an indexed triangle list with adjacency
    - Swap vertex buffers
  - Set a vertex shader that applies collision constraints
  - Render to SO as a point list
  - Swap vertex buffers

- Render to color buffer as indexed triangle list

Apply forces

```
pass ApplyForces
    {
        SetVertexShader(CompileShader(vs_4_0, VS_ApplyForces()));
        SetGeometryShader(ConstructGSWithSO(CompileShader(vs_4_0, VS_ApplyForces()),
                                          State.x; Position.xyz ));
        SetPixelShader(0);
    }


void VS_ApplyFor inout Particle le particle, OldParticle oldParticle)
{
    // Forces
    float3 force = 0;

    // Gravity
    force += float3(0, - GravityStrength, 0);

    // Damping
    float speedCoeff = 1 - TimeStep * 0.3;

    // Ignore position discontinuity (usually due to collision)
    float3 diffPosition = particle.Position - oldParticle.Position;
    if (dot(diffPosition, diffPosition) > 1 * TimeStep * TimeStep)
        speedCoeff = 0;

    // Integration step
    if (IsFree(particle))
        particle.Position += speedCoeff * diffPosition + force * TimeStep * TimeStep;
}
```

Metaballs on the GPU



What are Isosurfaces?

- Consider a function $f(x,y,z)$
  - Defines a *scalar field* in 3D-space
  - Can come from procedural function, or 3D simulation
- *Isosurface* S is a set of points which satisfy the implicit equation

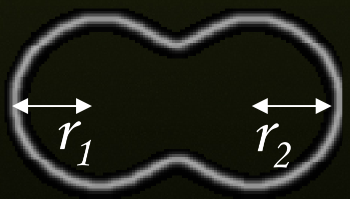
$$f(x,y,z) = const$$

- Also called *implicit* surfaces

Metaballs

- A simple and interesting case
- Soft/blobby objects that blend into each other
  - Perfect for modeling fluids, explosions in games
- Use implicit equation of the form

$$\sum_{i=1}^{N} \frac{r_i^2}{\left\| \mathbf{x} - \mathbf{p}_i \right\|^2} = 1$$



- Gradient can be computed directly

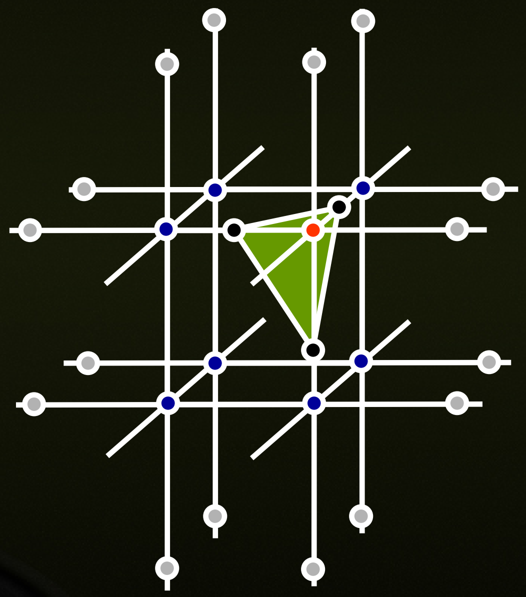
$$\mathbf{grad}(f) = -\sum_{i=1}^{N} \frac{2 \cdot r_i^2}{\left\| \mathbf{x} - \mathbf{p}_i \right\|^4} \cdot (\mathbf{x} - \mathbf{p}_i)$$

The Marching Cubes Algorithm

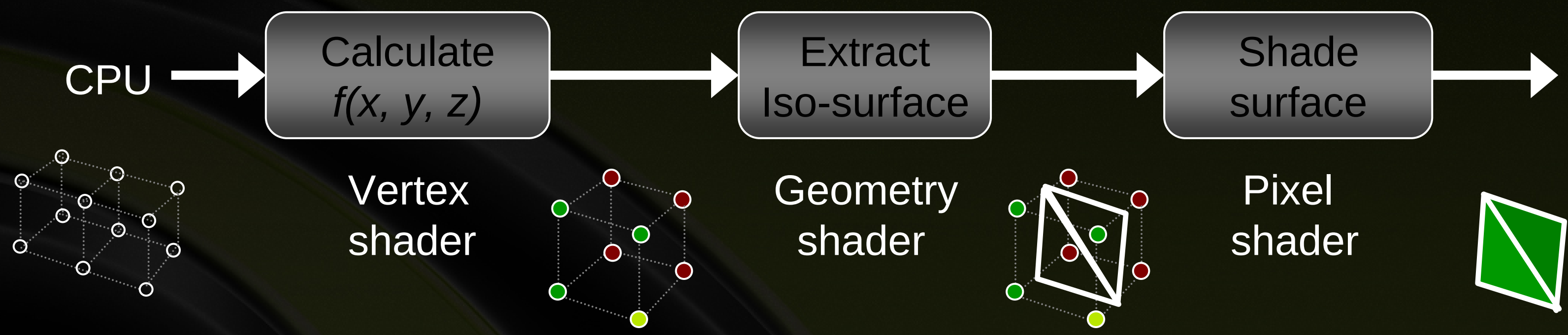
- To render an isosurface we can either ray trace it or polygonalize it
- Marching cubes: well-known method for polygonization of an isosurface
- Sample $f(x, y, z)$ on a cubic lattice
- Each vertex can be either “inside” or “outside”
- Approximate the surface at each cube cell by a set of polygons

The Marching Cubes Algorithm

- For each cubic cell:
  - If any edge connects a vertex that is in and one that is out, then the isosurface intersects that edge
  - Estimate where isosurface intersects edge by linear interpolation
  - Emit variable number of triangles depending on how many edges the surface intersects

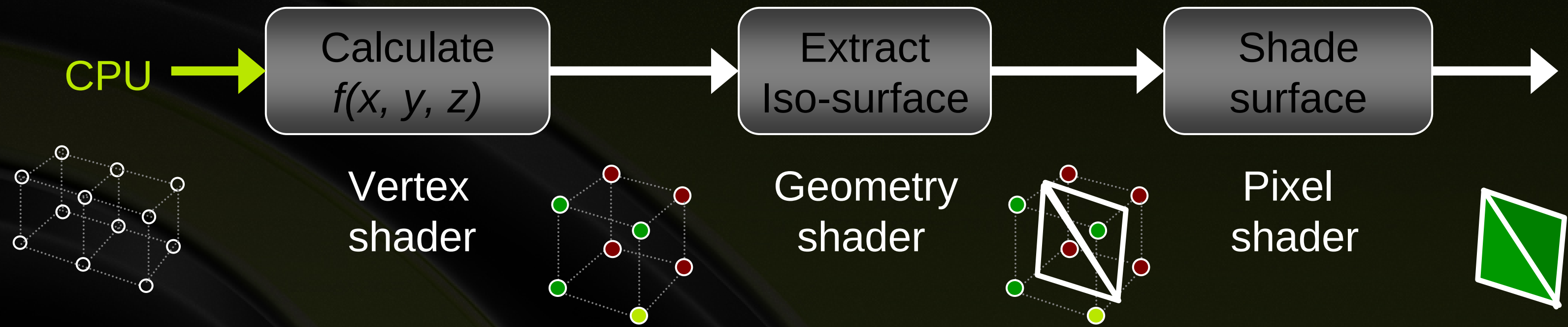


Implementation - Pseudo-Code



- **App feeds a GPU with a grid of vertices**
- **VS transforms grid vertices and computes f(x, y, z), feeds cubes to GS**
- **GS processes each cube in turn and emits triangles**

Implementation - Pseudo-Code



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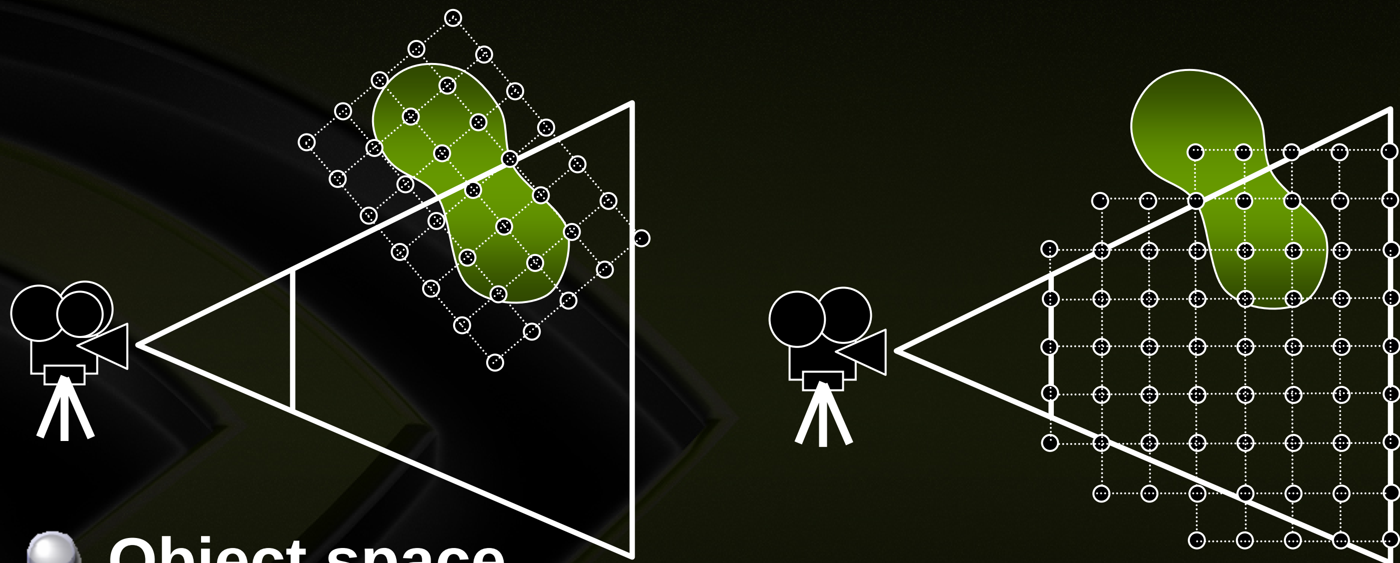
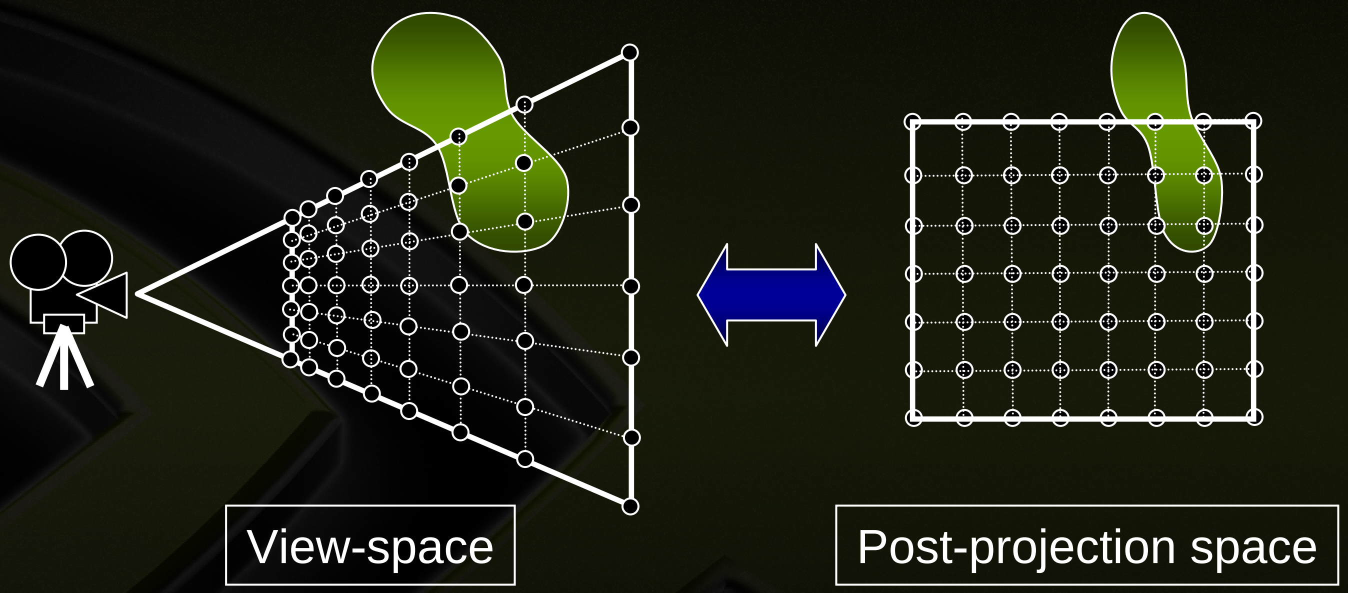
Tessellation space



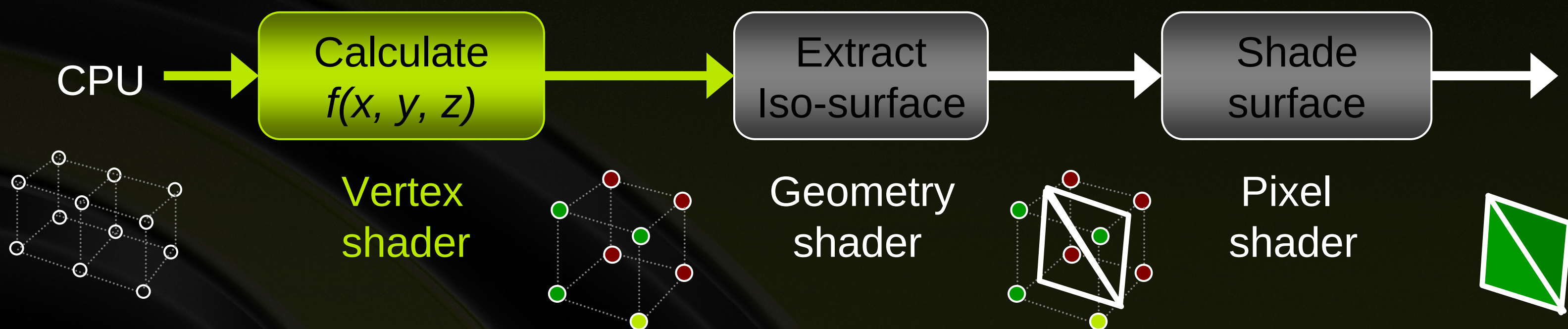
- Object space
  - Works if you can calculate BB around your metaballs
- View space
  - Better, but sampling rate is distributed inadequately

Tessellation in post-projection space



- **Post-projective space**
  - **Probably the best option**
  - **We also get LOD for free!**

Implementation - Pseudo-Code



- App feeds a GPU with a grid of vertices
- **VS transforms grid vertices and computes f(x, y, z), feeds cubes to GS**
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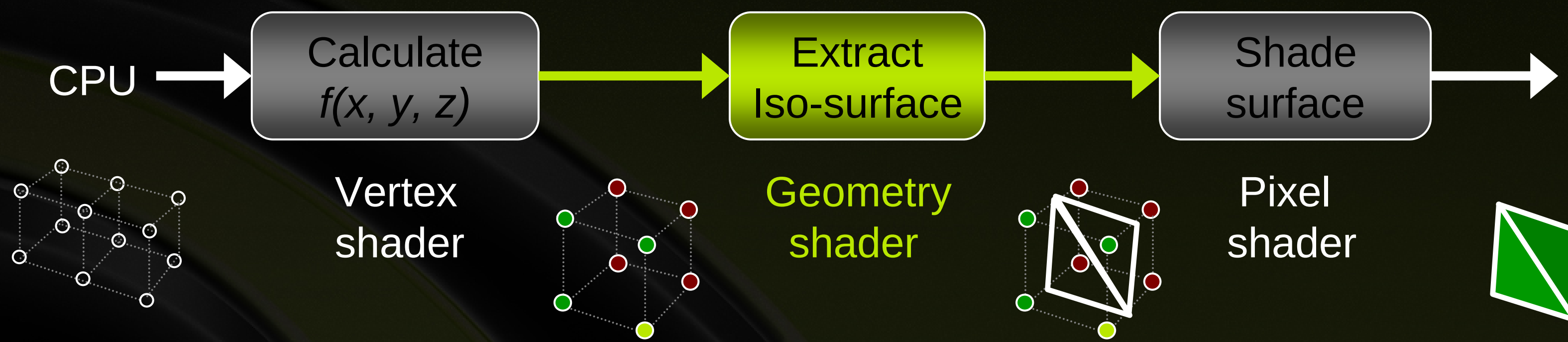
Vertex shader

- Calculate the following values for each vertex v:
  - The Scalar field value $$f(v) = \sum_{i=1}^{N} \frac{r_i^2}{\left\| v - \mathbf{p}_i \right\|^2}$$
  - A flag specifying whether the vertex is inside the field
    $$Field = f(v) > 1 ? 1 : 0$$
  - The normal of the scalar field
  - The projected position of the vertex

Implementation - Pseudo-Code



- App feeds a GPU with a grid of vertices
- VS transforms grid vertices and computes f(x, y, z), feeds cubes to GS
- **GS processes each cube in turn and emits triangles**

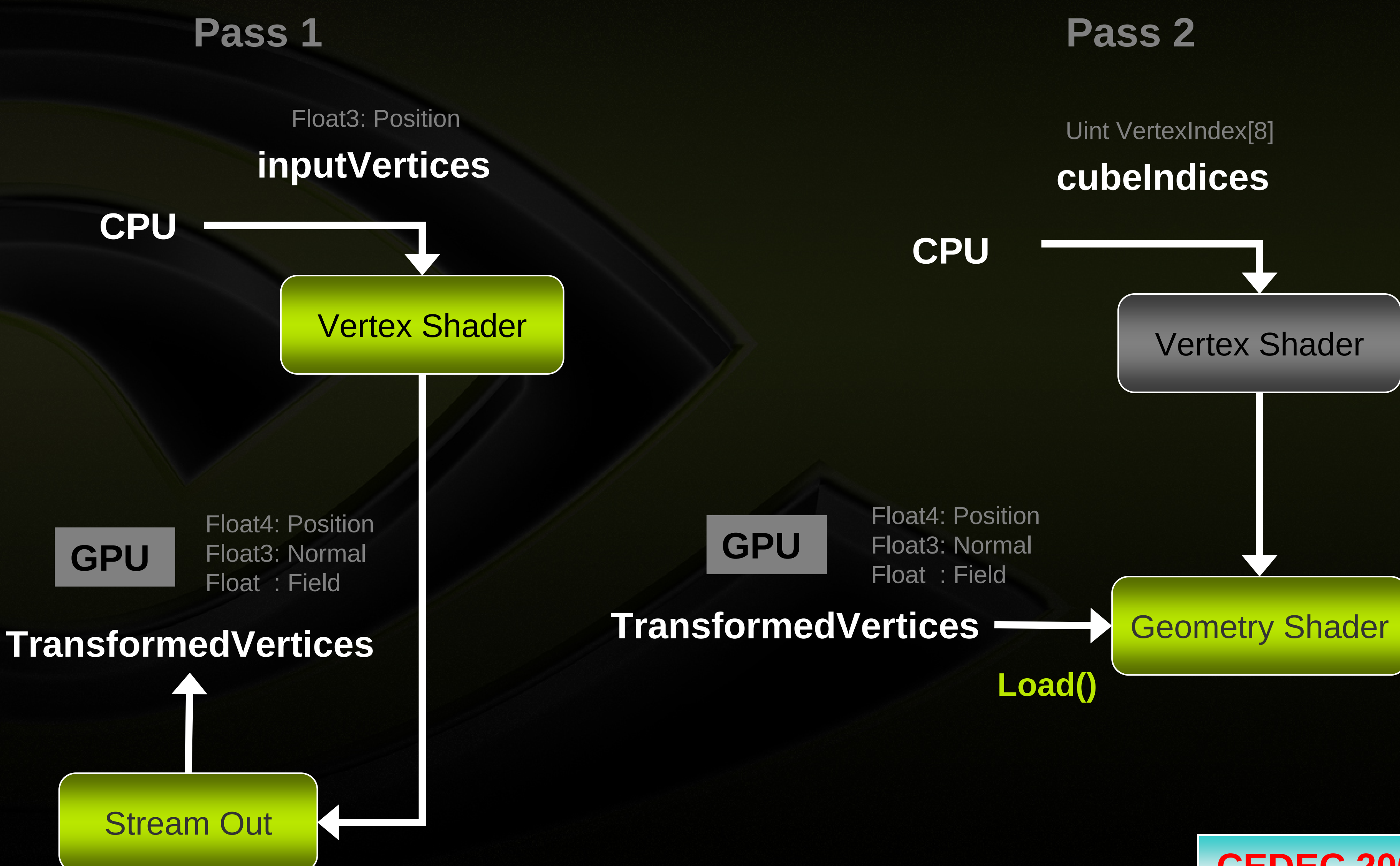
How do we get 8 vertices in the GS

- We can read the value at a given index inside a vertex buffer directly from the Geometry Shader:

```
vertexValue = VertexBuffer.Load(index);
```

- Can issue 8 such statements to fetch all vertices for a given cube

How do we get 8 vertices in the GS

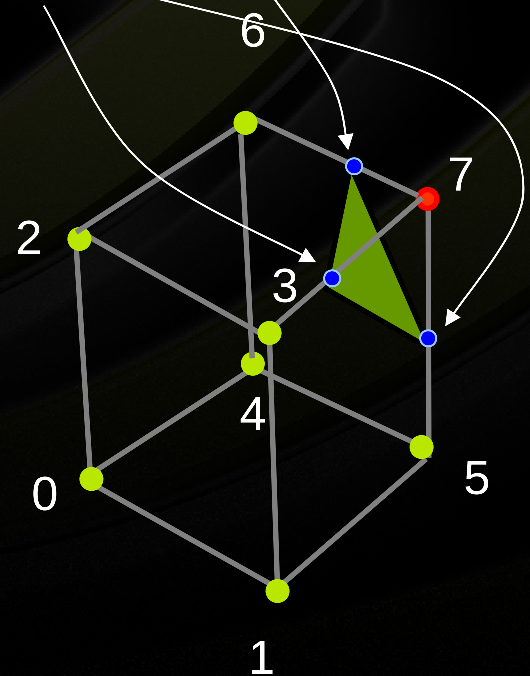


Geometry Shader

```
[MaxVertexCount(16)]
void GS_TesselateCube(point CubePrimitive In[1],inout
     TriangleStream<SurfaceVertex> Stream)
{
     //1. Construct index and load field data into temporaries
    uint index = 0;

    for (uint i = 0; i<8; i++)
    {
        //construct bit field with a bit set for every vertex inside surface
        index |= SampleDataBuffer.Load( In[0].VertexIndex[i] ).Field > 1 ? 1 : 0;
        index <<= 1;
    }
```

Edge table construction

```
// StripCount contains number of triangle strips to generate for particular index value
const uint2 StripCount[256] = {
        { 0,                                                    //index = 0
          1,                                                    //index = 1
          // …
    };
// EdgeTable stores precomputed vertex indices for each cube edge which needs to be
    interpolated
const uint2 EdgeTable[256][16] = {
        { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 }, //index = 0
        { 7, 3, 7, 5, 7, 6, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 }, //index = 1
        // …
    };
```



Index = 00000001,
i.e. vertex 7 is "inside"

Geometry Shader

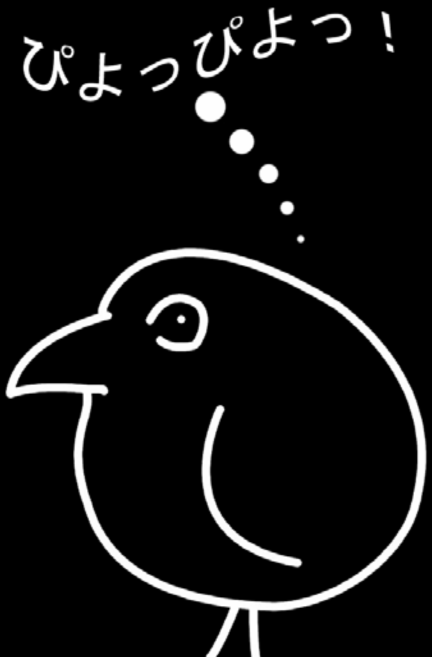
```
    // 2. Generate triangle strips according to "index" value

    // Get number of triangle strips for this index
    uint NumStrips = StripsCount[index];

    // Emit that many triangle strips...
    uint j = 0;
    for (uint i = 0; i<NumStrips; i++)
    {
        while (1)
        {
            uint2 edge = EdgeTable[index][j++];
            if (edge.x == edge.y) {    // edge.x == edge.y indicates a restart
                Stream.RestartStrip();
                break;
            }

            Stream.Append( CalcIntersection(
                   SampleDataBuffer.Load( In[0].VertexIndex[edge.x] ),
                   SampleDataBuffer.Load( In[0].VertexIndex[edge.y] )
                          ) );
        }
    }
}
```

Metaballs

- The Geometry Shader can be efficiently used for isosurface extraction
- Marching cubes can also be used for visualization of medical data
- Allows for class of totally new cool effects
  - Organic forms with moving bulges
  - Modeling fluid like behavior in games (particle systems which model fluids)
  - GPGPU to animate metaballs
  - Add noise to create turbulent fields

Conclusions

- Offers new functionality that … algorithms that used to only run on the cpu to run on the gpu:
  - metaballs,
  - Fins
- Increased flexibility … Allows for easier+ more efficient implementation for other applications like gpgpu
  - Cloth



Bryan Dudash

bdudash@nvidia.com