

GPUs in a Flash

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Mapping the Software Vector Renderer to the GPU

- Brief Overview of Flash Rendering
- A Journey of Technology and API
- Deployment

The Problem

Today's web, but faster, mobile, and using less power.

- Existing web?
- New content for mobile?
- Video?

The Flash Rendering Model

http://www.krazydad.com/bestiary/bestiary_yinyang.html

Anti-Aliasing

- Software: clever 16x box filter (4x mobile)
 - Distinguishes coverage vs. transparency
- High DPI good!
- ...but no AA bad

MSAA

Edge Abutment

- One write per pixel. Not a painters algorithm.
- Edges abut exactly
- No light leaks
- Renderer correctly distinguishes transparency and coverage

(Almost) Everything is Transparent

- In practice so wildly common it's hard to optimize for opaque cases.
- Still one write per pixel.

Quadratic Beziers

- Odd choice from tooling perspective.
- Handy for the runtime.

Key renderer traits

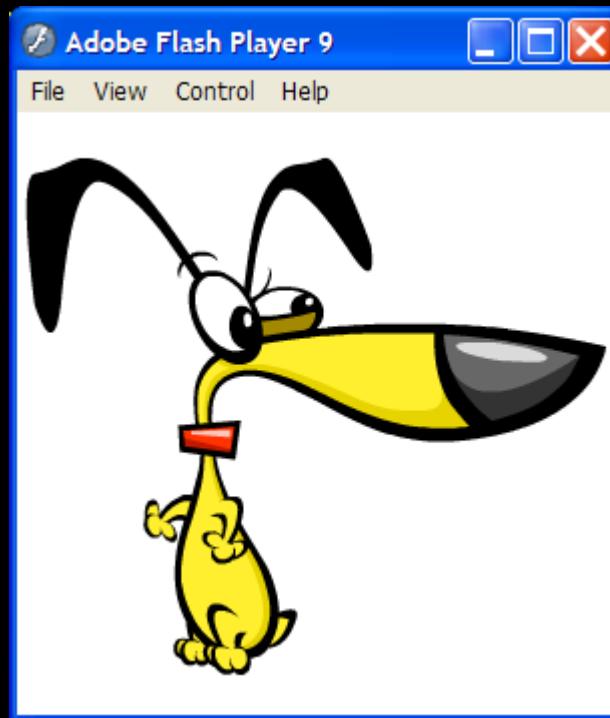
- Anti-aliased
- Edge abutment
- Transparency
- Quadratic Beziers

Please Note

- Only sharing experiments with public tech.
- Only showing prototype.

Test Case

mudbubble.com

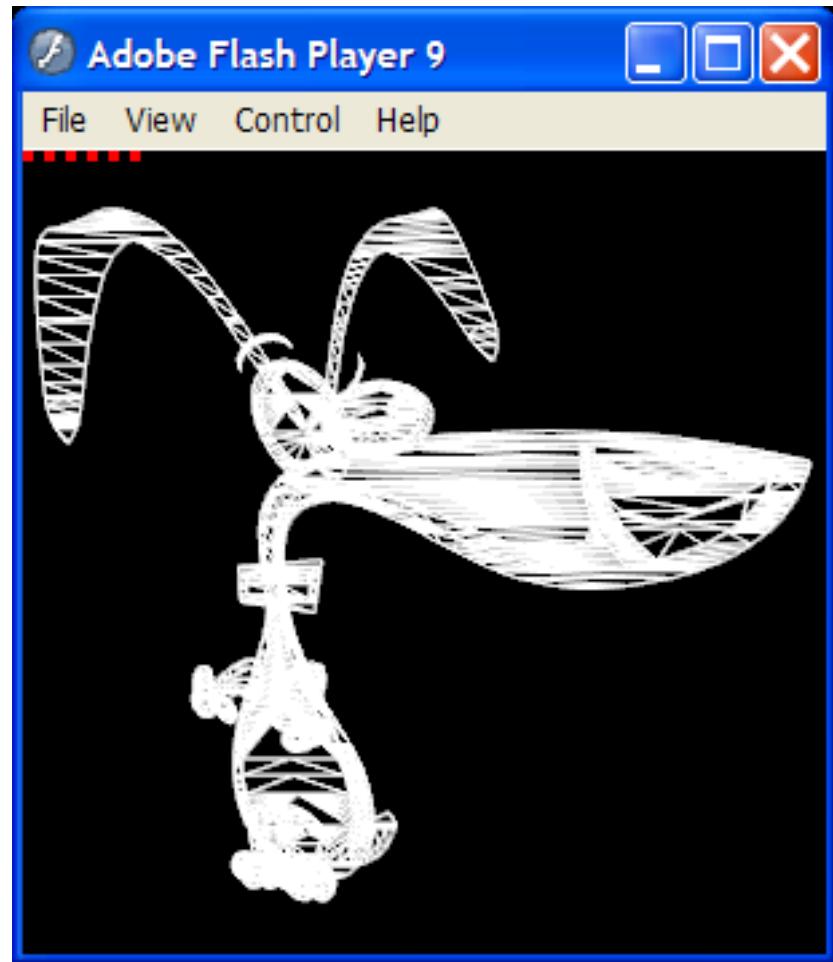


Approach

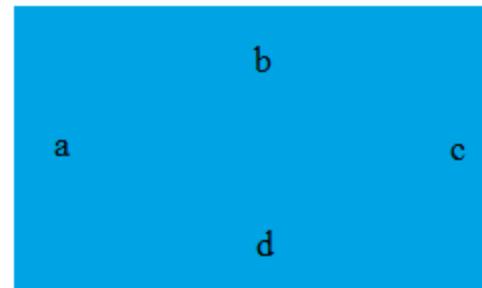
Started with technology.

Tessellation

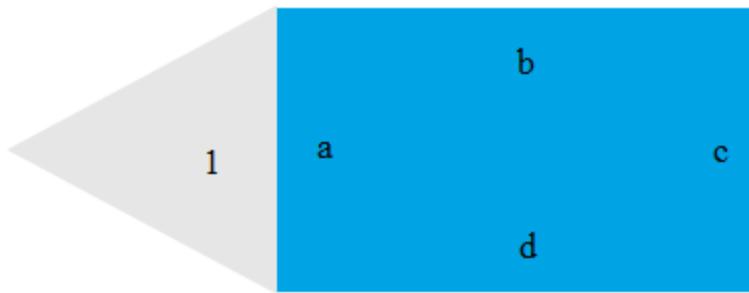
- Sweep
- **Seems** straightforward.
- Ugly edge cases
 - Bezier intersections
 - Floating point issues
- Detail on one side impacts other side.
- “Stripey”



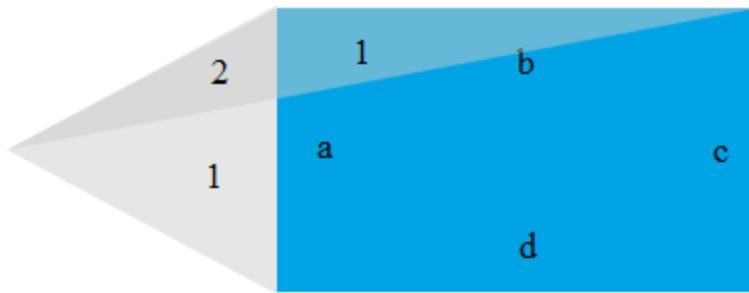
Stencil



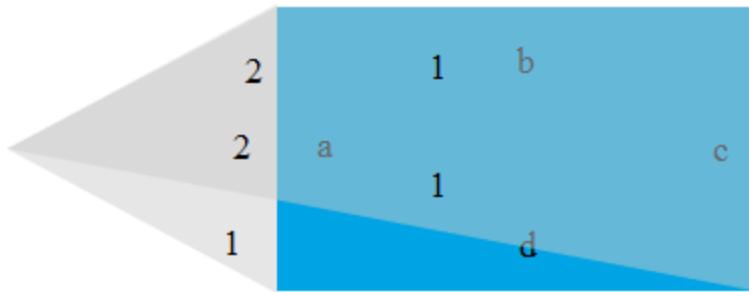
Stencil



Stencil



Stencil



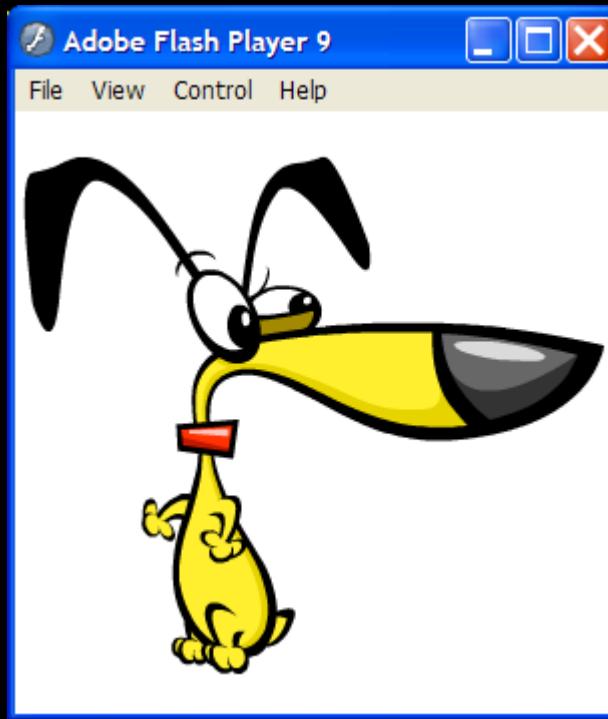
Stencil



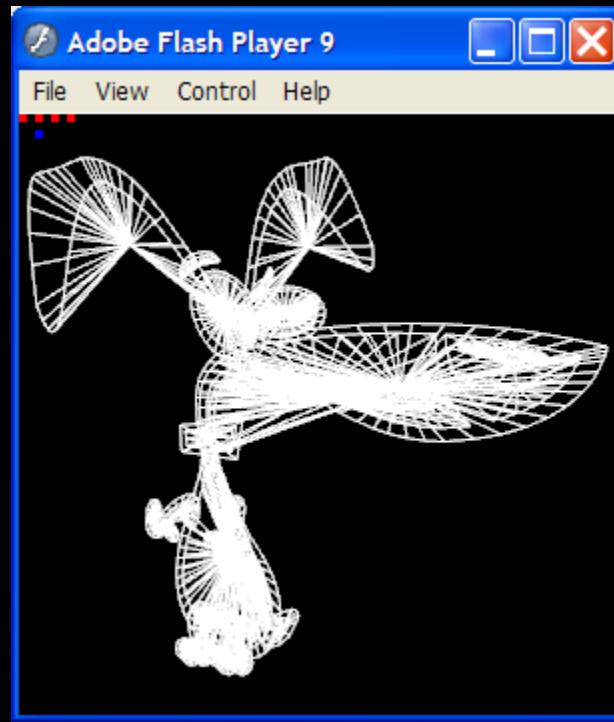
Stencil

- Works for any closed path!
- Simple
- Fun optimization problems
- Object or world space

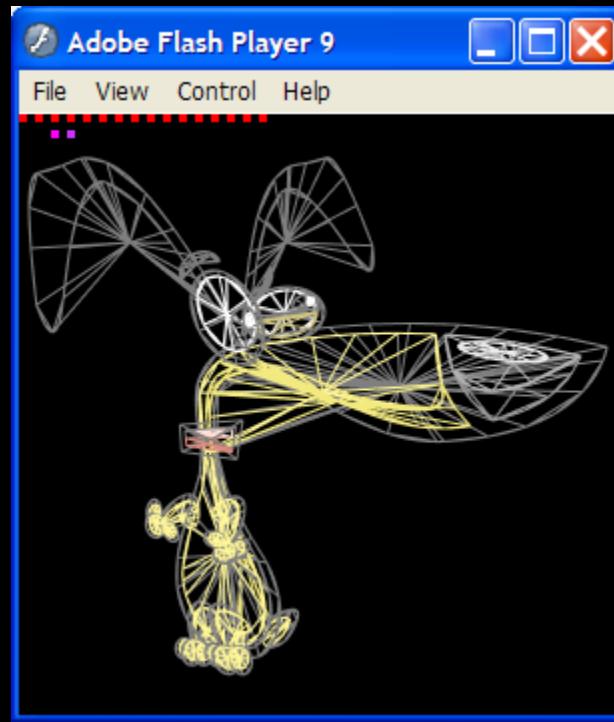
Stencil



Stencil



Stencil



Implementation: OpenGL ES 1.1

Mobile first!

Stencil was optional. Never available in ***any*** HW we tested.

Logic Ops

- Clever abuse of the logic ops. XOR + DST Blend looks a lot like stencil.
- Lots of edge cases (masking) hard to get right
- Fill bound

Next implementation: OpenVG

- Coolest thing ever.
- Prototype in a week!
- We contributed changes to VG 1.1 to support Flash

Flash Changes

- Flash 10
 - Supports 2D shaders (PixelBender)
 - Future support for 3D
- FlashLite
 - VG support shipping

OpenGL ES 2.0 Arrives!

- Simple.
- Consistent across our platforms.
- Can be emulated on other APIs.

Basis for flat acceleration and 3D for foreseeable future.

Implementation: OpenGL ES 2.0

- The return of stencil
- Shaders

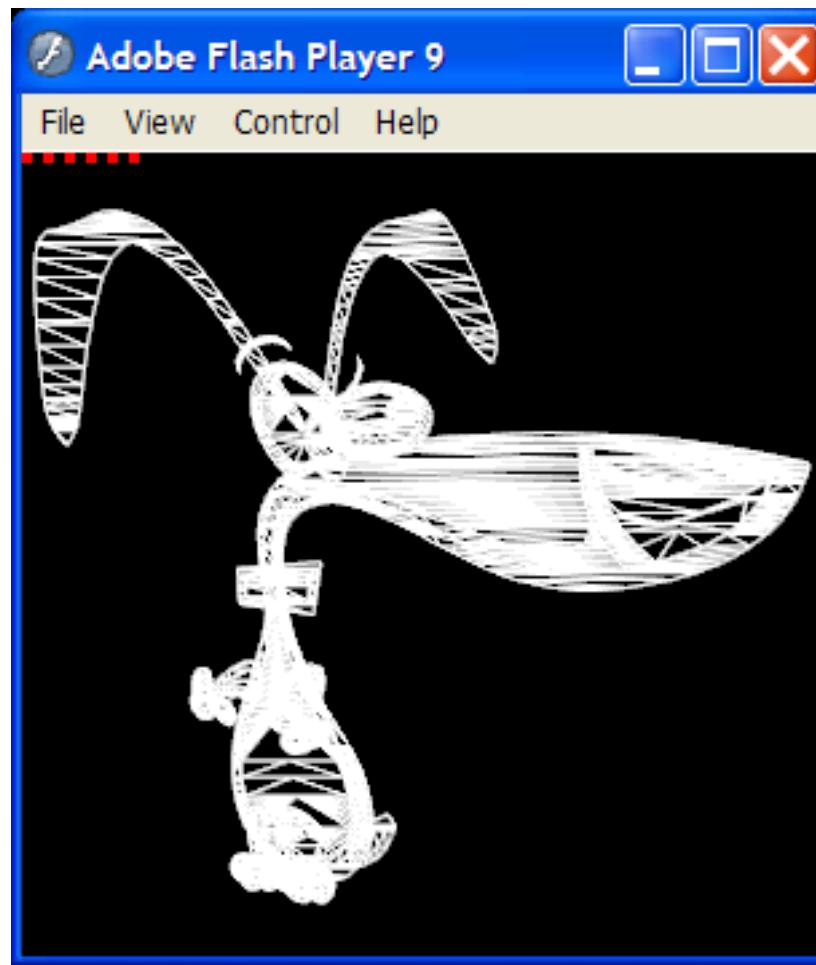
Fill rate

- Always need more fill.
- Content notorious for unseen objects.

Tests

- Depth is used for strokes.
- Stencil is used for masking.

Back to Tessellation



Back but better!

- 2 stage approach
 - “Convex” pieces
 - Triangulation is adaptive
- Spent time on edge cases
 - Integer coordinates

Tessellation

What is Tessellation?

- Pros
 - Maps well to 3D cards, how games work
 - Lots of optimization room
 - Frees stencil
 - Uses less fill
- Cons
 - Unusual (but real) content fail
 - Integer object space
 - Still want more fill

Working!

Practicalities

- Drivers. Drivers. Drivers.
- OS support for GPUs.
- Video integration. (Go Tegra!)

Current Status

- NVIDIA has been working closely with Adobe to optimize performance and battery consumption
- Tegra 2 is being built into multiple Android phones and tablets with a fully accelerated Flash Player

