

## OpenGl Programming Guide

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OpenGL Programming Guide : Table of Contents

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The OpenGL types are recommended for portability but unfortunately are not used by GLUT. R. J. Renka OpenGL Programming Guide, Chapter 1 Pipeline Modern processors use hardware pipelines ( instruction level parallelism ) in which an instruction is executed as a sequence of stages, each with dedicated hardware, and all stages executed concurrently.

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OpenGL automatically computes the matrices for you. (See Appendix F if you're interested in the details.) In the command summaries that follow, each matrix multiplication is described in terms of what it does to the vertices of a geometric object using the fixed coordinate system approach, and in terms of what it does to the local coordinate system that's attached to an object.

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## About OpenGL ES

They guide the programmer to partition the problem into coarse sub-problems that can be solved independently in parallel by blocks of threads, and each sub-problem into finer pieces that can be solved cooperatively in parallel by all threads within the block.

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The OpenCL programming model consists of producing complicated task graphs from data-parallel execution nodes. In a given data-parallel execution, commonly known as a kernel launch, a computation is defined in terms of a sequence of instructions that executes at each point in an N-dimensional index space.

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