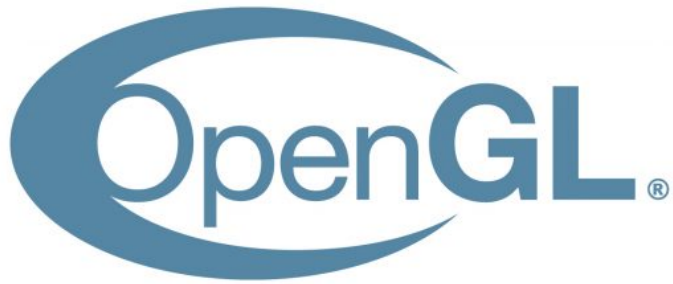


## OpenGL Compute and Shaders



OpenGL shaders and OpenGL compute can do a subset of compute languages like OpenCL and CUDA. It has been designed with graphics in mind, and are a good fit for image manipulation and matrix operations.

### Advantages

OpenGL (ES) works on all GPUs, and software can be made working on a wide variation of devices. OpenGL drivers are often more mature, as they have been around for many years. If portability is at stake, OpenGL shaders are a great choice.

### Hardware

It works on various types of hardware:

#### X86 GPUs:

- AMD
- Nvidia
- Intel

#### ARM GPUs:

- Vivante (automotive)
- ARM MALI
- Imagination (Apple iPhone)
- Qualcomm
- NVidia