

Apple



As Apple has their own devices and APIs, we discuss Apple's operating systems separately. One of the most requested goals is to build software that runs on more than Apple alone.

iOS

Their mobile devices (Imagination GPUs) support:

- Metal
- OpenGL
- OpenCL (via a hack)

Apple pushes Metal, which comparable to OpenCL mixed with Vulkan. When there is no need to support Android, then Metal is the best choice. Else OpenGL shaders.

OSX

At the desktop Apple supports:

- OpenCL (used in all Apple's media-apps)
- OpenGL
- Metal (not pushed)

On the desktop OpenCL is the best choice, as it is the most-used compute API.