google / graphicsfuzz

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afd GSoC 2021 project ideas (#1118) ...   5 days ago   683

.github/workflows	gfauto: add some scripts (#1106)	3 months ago
.idea	Add "Run reducer" IntelliJ configuration (#1033)	8 months ago
assembly-binaries	Update spirv-opt version (#1027)	8 months ago
ast	Update Maven deps (#1113)	last month
binder	Add finding-a-vulkan-driver-bug-using-spirv-fuzz.md (#8…	12 months ago
build/travis	Avoid discard in live-donated code (#1114)	28 days ago
checkstyle-config	Add checks for unused and redundant imports to Check…	10 months ago
client-tests	Fix style issues in tests, and check test code style durin…	7 months ago
common	Signal discard from vertex to fragment shader (#1080)	4 months ago
compare-asts	The parser now throws a specific exception for when a …	2 years ago

About

A testing framework for automatically finding and simplifying bugs in graphics shader compilers.

opengl   vulkan   glsl   fuzzing
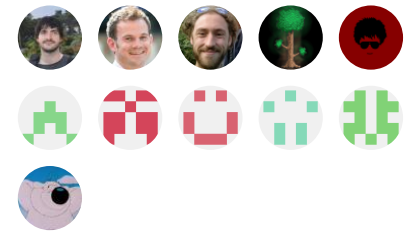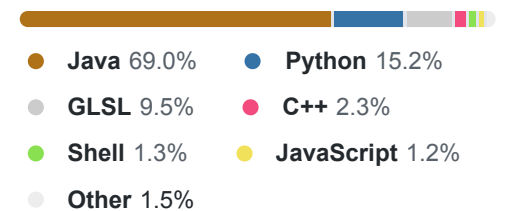
spirv

Readme

Apache-2.0 License

Releases 92

v1.3 Latest
on Dec 10, 2019

+ 91 releases

📁	docs	GSoC 2021 project ideas (#1118)	5 days ago
📁	experiments	Fix swiftshader build config (#1012)	9 months ago
📁	fuzzerserver	Fix style issues in tests, and check test code style durin…	7 months ago
📁	generate-and-run-shaders	Avoid use of 'sanity' and 'sanity check' in the code base …	7 months ago
📁	generator	Avoid discard in live-donated code (#1114)	28 days ago
📁	gfauto	cov: make gcov_prefix_dir optional (#1116)	19 days ago
📁	gles-worker-dependencies	Rename GLES worker. Rename GLES/vulkan worker o…	2 years ago
📁	gles-worker	Avoid use of 'sanity' and 'sanity check' in the code base …	7 months ago
📁	graphicsfuzz	Update Maven deps (#1113)	last month
📁	parent-all	Update Maven deps (#1113)	last month
📁	parent-checkstyle	Fix style issues in tests, and check test code style durin…	7 months ago
📁	python	Avoid use of 'sanity' and 'sanity check' in the code base …	7 months ago
📁	reducer	Emit details of the contents of literal-value uniforms (#1…	6 months ago
📁	server-public	Rename "token" to "worker" or "workerName" (#138)	2 years ago
📁	server-static-public	Script and doc changes based on Windows testing (#181)	2 years ago
📁	server-thrift-gen	Add javax.annotation dependency (#1032)	7 months ago
📁	server	Add checks for unused and redundant imports to Check…	10 months ago
📁	shaders	Enable comma operator fuzzing, cleanup (#1082)	4 months ago

Contributors 18

+ 7 contributors

Languages

- 🟤 **Java** 69.0%
- 🔵 **Python** 15.2%
- ⚪ **GLSL** 9.5%
- 🔴 **C++** 2.3%
- 🟢 **Shell** 1.3%
- 🟡 **JavaScript** 1.2%
- ⚪ **Other** 1.5%

📁	shadersets-util	Improve RNG; use commons-rng ([#614](#))	2 years ago
📁	temp	Initial commit.	2 years ago
📁	test-util	Update a few maven plug-in versions and fix some war…	2 years ago
📁	tester	Fix style issues in tests, and check test code style durin…	7 months ago
📁	third_party	Remove Vulkan layers ([#1073](#))	5 months ago
📁	thrift	Update Maven deps ([#1113](#))	last month
📁	tool	Add checks for unused and redundant imports to Check…	10 months ago
📁	util	Literal to uniform ([#996](#))	8 months ago
📁	vulkan-worker	Avoid use of 'sanity' and 'sanity check' in the code base …	7 months ago
📁	zip-helper	Add checks for unused and redundant imports to Check…	10 months ago
📄	.editorconfig	Add command line tests, improve CI, python wrappers (…	2 years ago
📄	.gitattributes	gfauto: add _comment field to settings.proto ([#836](#))	14 months ago
📄	.gitignore	Add javax.annotation dependency ([#1032](#))	7 months ago
📄	.gitmodules	Add new vulkan worker ([#102](#))	2 years ago
📄	AUTHORS	Initial commit.	2 years ago
📄	CODEOWNERS	Add CODEOWNERS file. ([#4](#))	2 years ago
📄	CONTRIBUTING.md	Initial commit.	2 years ago
📄	CONTRIBUTORS	Include GSoC students in list of contributors ([#728](#))	2 years ago

	LICENSE	Initial commit.	2 years ago
	README.md	Add finding-a-vulkan-driver-bug-using-spirv-fuzz.md (#8…	12 months ago
	pom.xml	Removed redundant assembly-public module. (#809)	15 months ago
	presubmit.sh	Add command line tests, improve CI, python wrappers (…	2 years ago

README.md

🔗 GraphicsFuzz

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🔗 GraphicsFuzz is a set of tools for testing shader compilers

GraphicsFuzz provides tools for automatically finding and simplifying bugs in graphics drivers, specifically graphics shader compilers. The glsl-fuzz and glsl-reduce tools manipulate GLSL shaders, targeting SPIR-V compilers via translation. The spirv-fuzz and spirv-reduce tools directly manipulate SPIR-V shaders.

🔗 Download and run

Follow the gfauto README. The gfauto command line tool is the recommended way of automatically downloading and running our fuzzers to test Vulkan drivers in a "push-button" fashion with minimal interaction. See below if you want to read about individual tools and/or use them as standalone command line tools.