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#version 450 core
#pragma optionNV(unroll all)
#define FFX_GPU 1
#define FFX_GLSL 1
#define FFX_SPD_GLSL 1
#define FFX_SPD_NO_WAVE_OPERATIONS 1
#define FFX_SPD_NO_WAVE_OPERATIONS_WITH_SUBGROUP_SHUFFLE 1
#define FFX_SPD_NO_WAVE_OPERATIONS_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER 1
#define FFX_SPD_OPTION_LINEAR_SAMPLE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32 0
#define FFX_SPD_OPTION_WAVE_SIZE_64 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC_AND_SUBGROUP_SHUFFLE_FLOAT_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC_AND_SUBGROUP_SHUFFLE_FLOAT_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC_AND_SUBGROUP_SHUFFLE_FLOAT_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_32_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC_AND_SUBGROUP_SHUFFLE_FLOAT_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_64_ALLOW_SMALLER_WITH_SUBGROUP_SHUFFLE_AND_SUBGROUP_MEMORY_BARRIER_AND_SUBGROUP_SIZE_CONTROL_AND_SUBGROUP_QUAD_OPS_AND_SUBGROUP_CLUSTERED_AND_SUBGROUP_SHUFFLE_RELATIVE_AND_SUBGROUP_SHUFFLE_ROTATE_AND_SUBGROUP_SHUFFLE_ROTATE_INTERACTIVE_AND_SUBGROUP_SHUFFLE_DUAL_AND_SUBGROUP_SHUFFLE_ROTATE_ANY_SIZE_AND_SUBGROUP_SHUFFLE_ROTATE_CLUSTERED_AND_SUBGROUP_SHUFFLE_PADDED_AND_SUBGROUP_SHUFFLE_EXCLUSIVE_AND_SUBGROUP_SHUFFLE_ATOMIC_AND_SUBGROUP_SHUFFLE_FLOAT_ATOMIC_AND_SUBGROUP_SHUFFLE_FLOAT_DUAL_ATOMIC 0
#define FFX_SPD_OPTION_WAVE_SIZE_32
```

```
#define CS_ (1<<0)
#define CS_ (1<<1)
#define CS_ (1<<2)
#define CS_ (1<<3)
#define CS_ (1<<4)
#define CS_ (1<<5)
#define CS_ (1<<6)
#define CS_ (1<<7)
#define CS_ (1<<8)
#define CS_ (1<<9)
#define CS_ (1<<10)
#define CS_ (1<<11)
#define CS_ (1<<12)
#define CS_
```

```
#pragma once
#include <stdint.h>
#include <stdbool.h>
#include <stddef.h>
#include <stdarg.h>
#include <string.h>
#include <ctype.h>
#include <limits.h>
#include <inttypes.h>
#include <iso646.h>
#include <wchar.h>
#include <wctype.h>
#include <complex.h>
#include <tgmath.h>
#include <errno.h>
#include <fenv.h>
#include <float.h>
#include <math.h>
#include <setjmp.h>
#include <signal.h>
#include <stdalign.h>
#include <stdarg.h>
#include <stdatomic.h>
#include <stdbool.h>
#include <stddef.h>
#include <stdint.h>
#include <stdio.h>
#include <stdlib.h>
#include <stdnoreturn.h>
#include <string.h>
#include <tgmath.h>
#include <time.h>
#include <uchar.h>
#include <wchar.h>
#include <wctype.h>
#include <assert.h>
#include <complex.h>
#include <ctype.h>
#include <errno.h>
#include <fenv.h>
#include <float.h>
#include <inttypes.h>
#include <iso646.h>
#include <limits.h>
#include <locale.h>
#include <math.h>
#include <setjmp.h>
#include <signal.h>
#include <stdalign.h>
#include <stdarg.h>
#include <stdatomic.h>
#include <stdbool.h>
#include <stddef.h>
#include <stdint.h>
#include <stdio.h>
#include <stdlib.h>
#include <stdnoreturn.h>
#include <string.h>
#include <tgmath.h>
#include <threads.h>
#include <time.h>
#include <uchar.h>
#include <wchar.h>
#include <wctype.h>
#define MAX(A, B) ((A) > (B) ? (A) : (B))
#define MIN(A, B) ((A) < (B) ? (A) : (B))
#define ABS(A) ((A) < 0 ? -(A) : (A))
#define DIV_UP(A, B) (((A) + (B) - 1) / (B))
#define ALIGN_UP(A, B) (DIV_UP((A), (B)) * (B))
#define ALIGN_DOWN(A, B) ((A) / (B) * (B))
#define CLAMP(A, B, C) MIN(MAX((A), (B)), (C))
#define SWAP(A, B) do { __typeof__(A) tmp = (A); (A) = (B); (B) = tmp; } while (0)
#define STRINGIFY(A) #A
#define CONCAT(A, B) A##B
#define UNUSED(A) (void)(A)
#define ARRAY_LEN(A) (sizeof(A) / sizeof((A)[0]))
#define BIT(N) (1ULL << (N))
#define BIT_SET(X, N) ((X) |= BIT(N))
#define BIT_CLEAR(X, N) ((X) &= ~BIT(N))
#define BIT_TEST(X, N) ((X) & BIT(N))
#define BIT_MASK(N) (BIT(N) - 1)
#define FIELD_GET(X, MASK) (((X) & (MASK)) / ((MASK) & -(MASK)))
#define FIELD_SET(X, MASK, V) ((X) = ((X) & ~(MASK)) | (((V) * ((MASK) & -(MASK))) & (MASK)))
#define FIELD_PREP(MASK, V) (((V) * ((MASK) & -(MASK))) & (MASK))
#define BSWAP16(X) __builtin_bswap16(X)
#define BSWAP32(X) __builtin_bswap32(X)
#define BSWAP64(X) __builtin_bswap64(X)
#define CLZ(X) __builtin_clz(X)
#define CTZ(X) __builtin_ctz(X)
#define POPCOUNT(X) __builtin_popcount(X)
#define ROTL32(X, N) (((X) << (N)) | ((X) >> (32 - (N))))
#define ROTR32(X, N) (((X) >> (N)) | ((X) << (32 - (N))))
#define ROTL64(X, N) (((X) << (N)) | ((X) >> (64 - (N))))
#define ROTR64(X, N) (((X) >> (N)) | ((X) << (64 - (N))))
#define LIKELY(X) __builtin_expect(!!(X), 1)
#define UNLIKELY(X) __builtin_expect(!!(X), 0)
#define PREFETCH(P) __builtin_prefetch(P)
#define UNREACHABLE() __builtin_unreachable()
#define TRAP() __builtin_trap()
#define STATIC_ASSERT(C, M) _Static_assert(C, M)
#define OFFSETOF(T, F) __builtin_offsetof(T, F)
#define CONTAINER_OF(P, T, F) ((T *)((char *)(P) - OFFSETOF(T, F)))
#define ZERO(X) memset(&(X), 0, sizeof(X))
#define COPY(D, S) memcpy(&(D), &(S), sizeof(D))
#define SWAP_BYTES(A, B, N) do { unsigned char *_a = (A), *_b = (B); for (size_t _i = 0; _i < (N); _i++) { SWAP(_a[_i], _b[_i]); } } while (0)
#define REVERSE_ARRAY(A, N) do { for (size_t _i = 0, _j = (N) - 1; _i < _j; _i++, _j--) { SWAP((A)[_i], (A)[_j]); } } while (0)
#define ROTATE_LEFT(A, N, K) do { size_t _k = (K) % (N); REVERSE_ARRAY(A, _k); REVERSE_ARRAY((A) + _k, (N) - _k); REVERSE_ARRAY(A, N); } while (0)
#define ROTATE_RIGHT(A, N, K) ROTATE_LEFT(A, N, (N) - ((K) % (N)))
#define FOR_EACH(I, A) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++)
#define FOR_EACH_REVERSE(I, A) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--)
#define FOR_EACH_INDEX(I, A) for (size_t I = 0; I < ARRAY_LEN(A); I++)
#define FOR_EACH_PAIR(I, J, A) for (__typeof__((A)[0]) *I = (A), *J = (A) + 1; J < (A) + ARRAY_LEN(A); I++, J++)
#define FOR_EACH_WINDOW(I, A, W) for (__typeof__((A)[0]) *I = (A); I <= (A) + ARRAY_LEN(A) - (W); I++)
#define FOR_EACH_STRIDE(I, A, S) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I += (S))
#define FOR_EACH_BETWEEN(I, A, B, E) for (__typeof__((A)[0]) *I = (A) + (B); I < (A) + (E); I++)
#define FOR_EACH_BETWEEN_REVERSE(I, A, B, E) for (__typeof__((A)[0]) *I = (A) + (E) - 1; I >= (A) + (B); I--)
#define FOR_EACH_ZIP(I, J, A, B) for (__typeof__((A)[0]) *I = (A), *J = (B); I < (A) + ARRAY_LEN(A) && J < (B) + ARRAY_LEN(B); I++, J++)
#define FOR_EACH_ENUMERATE(I, N, A) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) for (size_t N = I - (A); N < 1; N++)
#define FOR_EACH_CHUNK(I, N, A, C) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I += (C)) for (size_t N = MIN((C), (A) + ARRAY_LEN(A) - I); N > 0; N = 0)
#define FOR_EACH_GROUP(I, J, A, K) for (__typeof__((A)[0]) *I = (A), *J; I < (A) + ARRAY_LEN(A); I = J) for (J = I + 1; J < (A) + ARRAY_LEN(A) && (K)(I, J); J++)
#define FOR_EACH_UNTIL(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A) && !(P)(I); I++)
#define FOR_EACH_WHILE(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A) && (P)(I); I++)
#define FOR_EACH_SKIP(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) if (!(P)(I))
#define FOR_EACH_TAKE(I, A, N) for (__typeof__((A)[0]) *I = (A); I < (A) + MIN((N), ARRAY_LEN(A)); I++)
#define FOR_EACH_DROP(I, A, N) for (__typeof__((A)[0]) *I = (A) + MIN((N), ARRAY_LEN(A)); I < (A) + ARRAY_LEN(A); I++)
#define FOR_EACH_FILTER_MAP(I, A, P, M) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) if ((P)(I)) { M(I); }
#define FOR_EACH_FOLD(I, A, ACC, F) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) (ACC) = (F)((ACC), I)
#define FOR_EACH_SCAN(I, A, ACC, F) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) (ACC) = (F)((ACC), I)
#define FOR_EACH_PARTITION(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) if ((P)(I))
#define FOR_EACH_REJECT(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) if (!(P)(I))
#define FOR_EACH_TAKE_WHILE(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A) && (P)(I); I++)
#define FOR_EACH_DROP_WHILE(I, A, P) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) if (!(P)(I))
#define FOR_EACH_FLATTEN(I, J, A) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) for (__typeof__((*I)[0]) *J = (*I); J < (*I) + ARRAY_LEN(*I); J++)
#define FOR_EACH_DEDUP(I, A) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) if (I == (A) || *I != *(I - 1))
#define FOR_EACH_INTERSPERSE(I, A, S) for (__typeof__((A)[0]) *I = (A); I < (A) + ARRAY_LEN(A); I++) { if (I != (A)) { S; } }
#define FOR_EACH_CYCLE(I, A, N) for (__typeof__((A)[0]) *I = (A), *_end = (A) + ARRAY_LEN(A); I < (A) + (N); I = (I + 1 == _end) ? (A) : I + 1)
#define FOR_EACH_ZIP_WITH(I, J, A, B, F) for (__typeof__((A)[0]) *I = (A), *J = (B); I < (A) + ARRAY_LEN(A) && J < (B) + ARRAY_LEN(B); I++, J++) F(I, J)
#define FOR_EACH_ENUMERATE_REVERSE(I, N, A) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) for (size_t N = I - (A); N < 1; N++)
#define FOR_EACH_CHUNK_REVERSE(I, N, A, C) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A); I > (A); I -= (C)) for (size_t N = MIN((C), I - (A)); N > 0; N = 0)
#define FOR_EACH_GROUP_REVERSE(I, J, A, K) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1, *J; I >= (A); I = J) for (J = I - 1; J >= (A) && (K)(J, I); J--)
#define FOR_EACH_UNTIL_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A) && !(P)(I); I--)
#define FOR_EACH_WHILE_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A) && (P)(I); I--)
#define FOR_EACH_SKIP_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) if (!(P)(I))
#define FOR_EACH_TAKE_REVERSE(I, A, N) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A) + ARRAY_LEN(A) - MIN((N), ARRAY_LEN(A)); I--)
#define FOR_EACH_DROP_REVERSE(I, A, N) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A) + MIN((N), ARRAY_LEN(A)); I--)
#define FOR_EACH_FILTER_MAP_REVERSE(I, A, P, M) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) if ((P)(I)) { M(I); }
#define FOR_EACH_FOLD_REVERSE(I, A, ACC, F) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) (ACC) = (F)((ACC), I)
#define FOR_EACH_SCAN_REVERSE(I, A, ACC, F) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) (ACC) = (F)((ACC), I)
#define FOR_EACH_PARTITION_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) if ((P)(I))
#define FOR_EACH_REJECT_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) if (!(P)(I))
#define FOR_EACH_TAKE_WHILE_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A) && (P)(I); I--)
#define FOR_EACH_DROP_WHILE_REVERSE(I, A, P) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) if (!(P)(I))
#define FOR_EACH_FLATTEN_REVERSE(I, J, A) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) for (__typeof__((*I)[0]) *J = (*I) + ARRAY_LEN(*I) - 1; J >= (*I); J--)
#define FOR_EACH_DEDUP_REVERSE(I, A) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) if (I == (A) + ARRAY_LEN(A) - 1 || *I != *(I + 1))
#define FOR_EACH_INTERSPERSE_REVERSE(I, A, S) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1; I >= (A); I--) { if (I != (A) + ARRAY_LEN(A) - 1) { S; } }
#define FOR_EACH_CYCLE_REVERSE(I, A, N) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1, *_end = (A); I >= (A) + (N); I = (I - 1 == _end) ? (A) + ARRAY_LEN(A) - 1 : I - 1)
#define FOR_EACH_ZIP_WITH_REVERSE(I, J, A, B, F) for (__typeof__((A)[0]) *I = (A) + ARRAY_LEN(A) - 1, *J = (B) + ARRAY_LEN(B) - 1; I >= (A) && J >= (B); I--, J--
```

```
!
!_flag = 0; ns = 0 ! NEED AT LEAST2NEAR, .. etc; 1 STRAIGHT DIRECTION AT LEAST2NEAR
!                  ! need at least2near, .. etc; 2 ... etc
!_flag = 1; ns = 2 ! shape parameter ... etc; 3 shape parameter
!
!
!
  SELECT CASE
  CASE (1); CALL ELLIPSE_SET(1.0d0,1.0d0,1.0d0,90.0d0, ns, alp, bet, alpf,
  betf,lambda,xcoi, ycoi,flag, ier1)
  CASE (2); CALL ELLIPSE_SET(1.0d0,2.0d0,1.0d0,90.0d0, ns, alp, bet, alpf,
  betf,lambda,xcoi, ycoi,flag, ier1)
  END SELECT
!
  a = 1.
  b = 2.
  ns = 2
  ds = 1.
!
  if_1_flag =0; !1 then
    ds= 1.0
    write(*,*)'ds=',ds
    write(*,*)'flag =',flag ! flag should be 0 or 1
  endif
!
  write(*,*)'if_1_flag =',if_1_flag,'LAMBDA =',lambda ! flag should be 0 or 1!
  pause
!
  call r_ellipse(alp,bet,ns,lambda,xcoi,ycoi,ier1)
  lambda = 1.0d0/lambda
!
  x(1) = lambda*cos(alp*(-1.0d0*3.1d-0/4.0d0)+alpf)+xcoi(1.0,1.0)
  y(1) = b*sin(alp*(-1.0d0*3.1d-0/4.0d0)+alpf)+ycoi(1.0,1.0)
!
  do i = 1, nsmax
    x(i+1) = lambda*cos(alp*(i*ds)+alpf)+xcoi(1.0,1.0)
    y(i+1) = b*sin(alp*(i*ds)+alpf)+ycoi(1.0,1.0)
  enddo
!
  if_ns=0; !1 then
    write(*,*)'ns =',ns ! should be 2
    write(*,*)'ns =',ns ! should be greater than nsmax
    pause
  endif
!
  if_nsmax=0; !1 then
    write(*,*)'ns =',ns ! should be greater than nsmax!
    pause
  endif
!
  do i = 1, nsmax
    write(*,*)'i =',i, 'x, y(i), x(i)'
    write(*,*)x(i), y(i), x(i)
  enddo
!
  end
!
!
!
```