

Embedded Graphics Drivers in Mesa

Neil Roberts



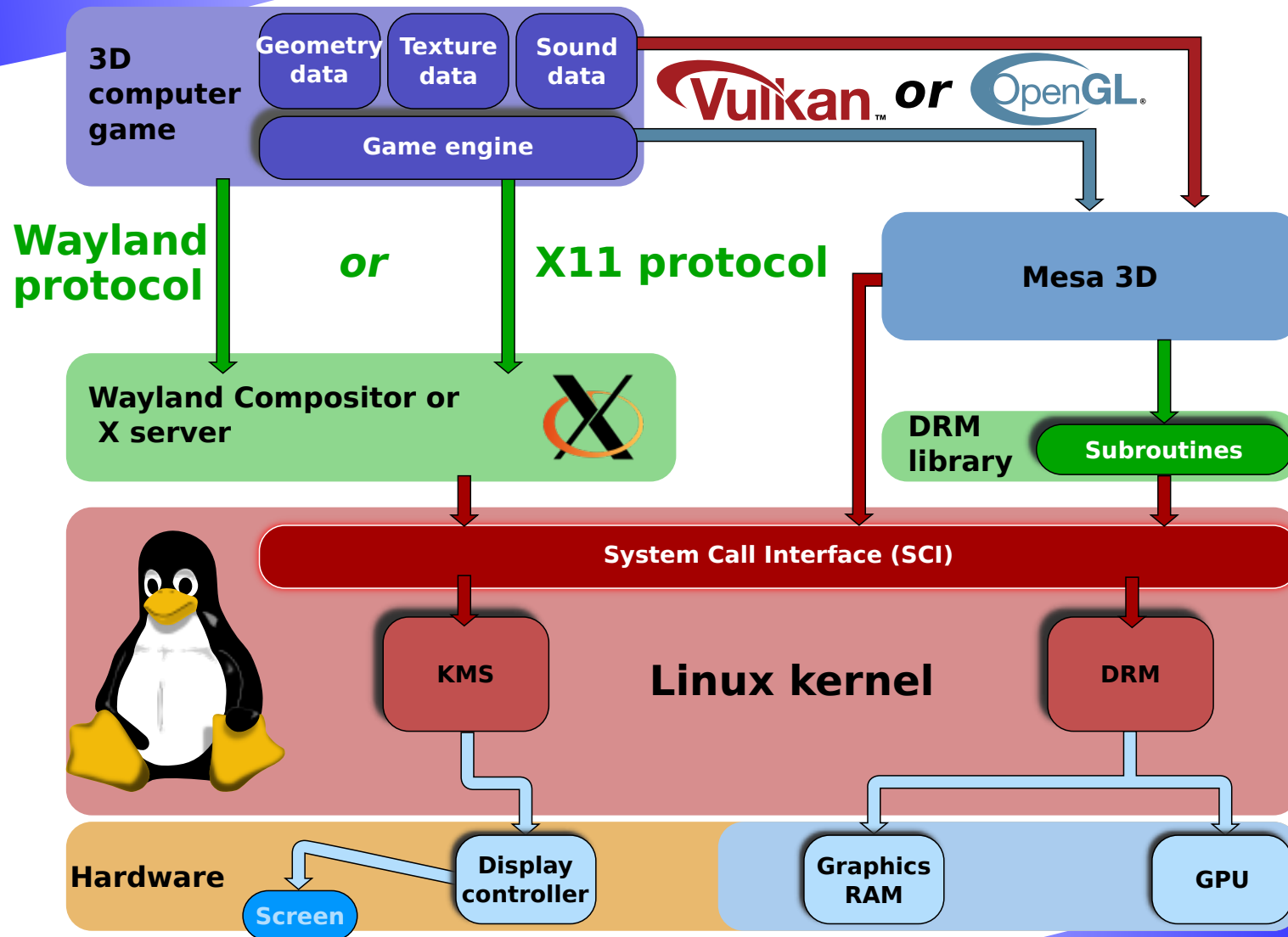


Overview



About GPUs


- It is a specialized electronic circuit designed to rapidly manipulate and alter memory to accelerate the creation of images in a frame buffer intended for output to a display device. Wikipedia.
- They are becoming increasingly general purpose processors that can run programs (shaders).
- They are highly threaded and typically use SIMD to operate on multiple inputs at the same time.
- Still contain fixed function pieces for graphics-specific functions:
 - Texture sampling
 - Primitive assembly
 - etc





Graphics APIs





History of Mesa





Architecture of Mesa





Embedded drivers





Freedreno



Panfrost





Broadcom



Thanks.

Questions?

