## 一、构建环境变量

export LD\_LIBRARY\_PATH=$LD\_LIBRARY\_PATH:/home/root/karl/build

chmod a+x build

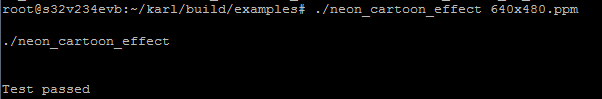
export LD\_LIBRARY\_PATH=$LD\_LIBRARY\_PATH:/home/root/karl/build/opengles-3.1-stubs

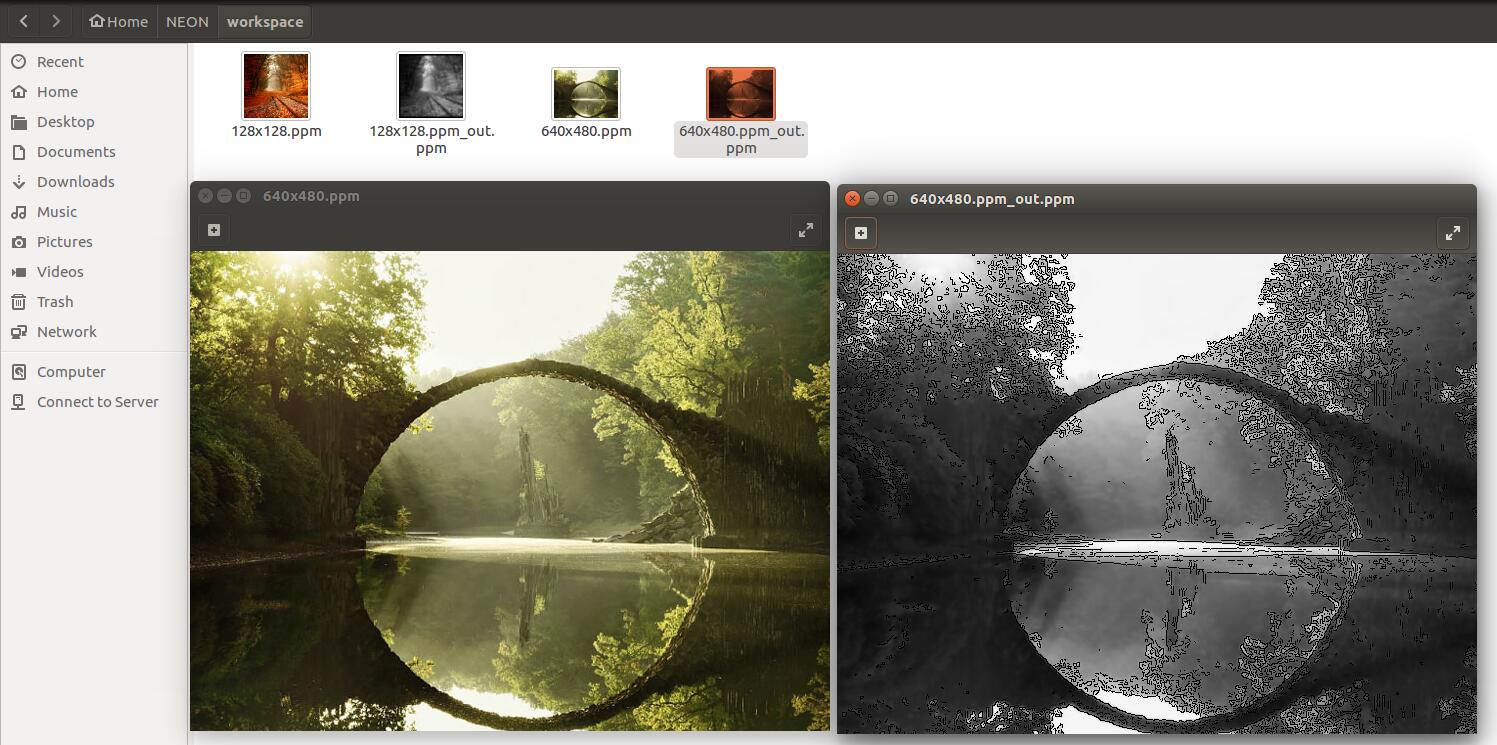
ERROR: eglGetProcAddress from stub libEGL.so library called! This library can be used to resolve OpenGL ES symbols at compile time but must \*not\* be in your runtime path (You need to use a real OpenGL ES implementation, this one is empty)

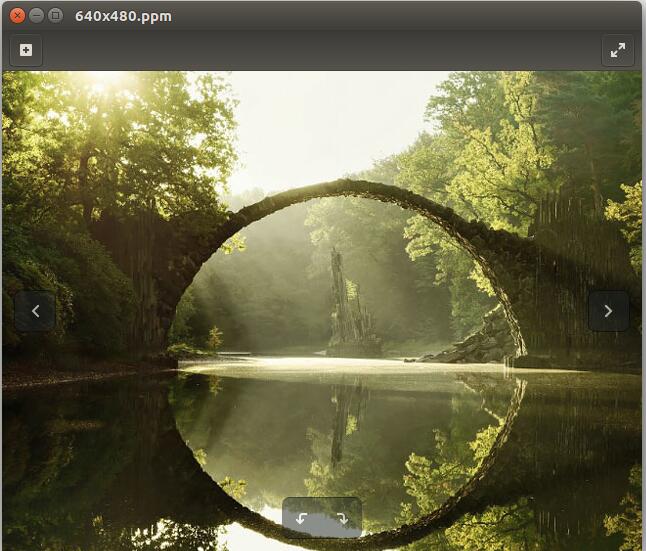
## 二、EVB2 板子运行结果

### 1、Neon 的demo 使用

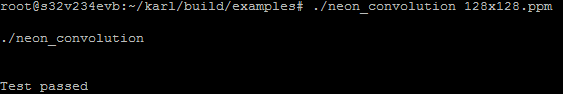
#### ./neon\_cartoon\_effect 640x480.ppm

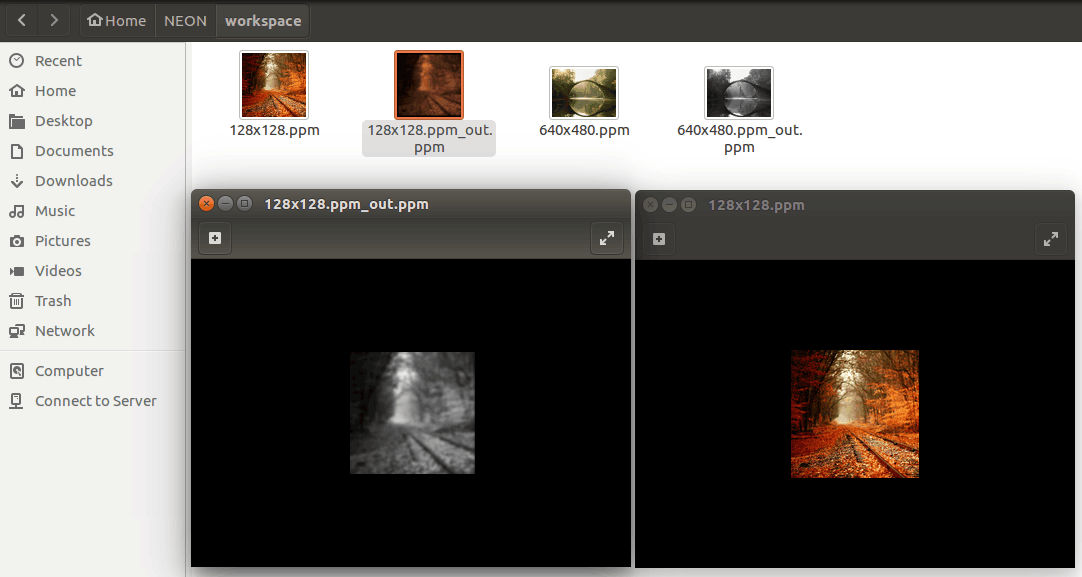


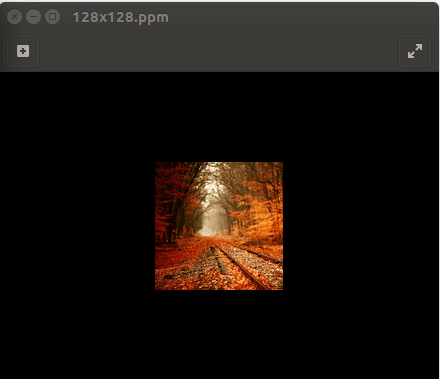


![C:\Users\CNSH-117681-1\Documents\Tencent Files\1296950170\Image\C2C\](]72{E31IL65%2M[@M_XCC.jpg](data:image/jpeg;base64,)

#### ./neon\_convolution 128x128.ppm





### 2、openCL

编译错误

|  |
| --- |
| root@s32v234evb:~/karl/build/examples# ./cl\_convolution  ./cl\_convolution: symbol lookup error: ./cl\_convolution: undefined symbol: \_ZN11arm\_compute8CLTensorC1Ev |

## 三、openCL 、OpenGL、OpenGL ES 相关概念