



Training - Displaying and rendering graphics with Linux

2-day session

Title	Training - Graphics display and rendering with Linux
Overview	<p>Image and color representation</p> <p>Pixel Drawing</p> <p>Pixel Operations</p> <p>Pipeline Components Overview and Generalities</p> <p>Display Hardware Specifics</p> <p>Rendering Hardware Specifics</p> <p>System Integration, Memory and Performance</p> <p>Display Stack Overview</p> <p>TTY Kernel Aspects</p> <p>Framebuffer Device Kernel Aspects</p> <p>DRM Kernel Aspects</p> <p>DRM Userspace Aspects</p> <p>X Window Userspace Aspects</p> <p>Wayland Userspace Aspects</p> <p>Mesa 3D Userspace Aspects</p>
Materials	Materials for this course are still under development. They will be released under a free documentation license after the first session is delivered.
Duration	<p>Two days - 16 hours (8 hours per day).</p> <p>75% of lectures, 25% of demos.</p>
Trainer	<p>One of the engineers listed on:</p> <p>https://bootlin.com/training/trainers/</p>
Language	<p>Oral lectures: English or French.</p> <p>Materials: English.</p>
Audience	People developing multimedia devices using the Linux kernel
Prerequisites	<p>C programming language, basic knowledge of concepts related to low-level hardware interaction (e.g. registers, interrupts), kernel-level system management (e.g. virtual memory mappings) and userspace syscalls (e.g. ioctl, mmap). Basic knowledge of concepts related to hardware interfaces (e.g. clocks, busses).</p>
Required equipment	<p>For on-site sessions only</p> <p>Everything is supplied by Bootlin in public sessions.</p> <ul style="list-style-type: none"> • Video projector • Large monitor • Drawing board
Materials	Electronic copies of presentations slides



Day 1 - Morning

Lecture - Image and Color Representation

- Light, pixels and pictures
- Sampling, frequency domain, aliasing
- Color quantization and representation
- Colorspaces and channels, alpha
- YUV and chroma sub-sampling
- Pixel data planes, scan order
- Pixel formats, FourCC codes, modifiers

Introducing the basic notions used for representing color images in graphics.

Lecture - Pixel Drawing

- Accessing and iterating over pixel data
- Concepts about rasterization
- Rectangle drawing
- Linear gradient drawing
- Disk drawing
- Circular gradient drawing
- Line drawing
- Line and shape aliasing, sub-pixel drawing
- Circles and polar coordinates
- Parametric curves

Presenting how to access pixel data in memory and draw basic shapes.

Lecture - Pixel Operations

- Region copy
- Alpha blending
- Color-keying
- Scaling and interpolation
- Linear filtering and convolution
- Blur filters
- Dithering

Providing basic notions about filtering, with very common examples of how it's used.

Demo - Drawing and operations

- Examples of various shapes and region drawing
- Examples of basic pixel operations

Illustrating the concepts presented along the way.



Day 1 - Afternoon

Lecture - Pipeline Components Overview and Generalities

- Types of graphics hardware implementations
- Graphics memory and buffers
- Graphics pipelines
- Display, render and video hardware overview

Presenting the hardware involved in graphics pipelines.

Lecture - Display hardware

- Visual display technologies: CRT, plasma, LCD, OLED, EPD
- Display timings, modes and EDID
- Display interfaces: VGA, DVI, HDMI, DP, LVDS, DSI, DP
- Bridges and transcoders

Presenting the inner workings of display hardware.

Lecture - Rendering Hardware Specifics

- Digital Signal Processors (DSPs)
- Dedicated hardware accelerators
- Graphics Processing Unit (GPUs)

Describing the architecture of processing and rendering hardware.

Lecture - System Integration, Memory and Performance

- Graphics integration and memory
- Shared graphics memory access
- Graphics memory constraints and performance
- Offloading graphics to hardware
- Graphics performance tips

Topics related to graphics integration, memory management and performance aspects.



Day 2 - Morning

Lecture - Display Stack Overview

- System-agnostic overview: kernel, userspace display and rendering
- Linux kernel overview
- Linux-compatible low-level userspace overview
- X Window and Wayland overview
- High-level graphics libraries and desktop environments overview

Presenting what software components are required for modern computer graphics and how they are divided between kernel and userspace.

Lecture - TTY Kernel Aspects, Framebuffer Device Kernel Aspects

- Linux TTY subsystem introduction
- Virtual terminals and graphics
- Virtual terminals switching and graphics
- Fbdev overview
- Fbdev basic operations
- Fbdev limitations

How TTYs interact with graphics in Linux along with a short presentation of fbdev and why it's deprecated.

Lecture - DRM Kernel Aspects

- DRM devices
- DRM driver identification and capabilities
- DRM master, magic and authentication
- DRM memory management
- DRM KMS dumb buffer API
- DRM FourCCs and modifiers
- DRM KMS resources probing
- DRM KMS modes
- DRM KMS framebuffer management
- DRM KMS legacy configuration and page flipping
- DRM event notification
- DRM KMS object properties
- DRM KMS atomic
- DRM render
- DRM Prime zero-copy memory sharing (dma-buf)
- DRM sync object fencing
- DRM debug and documentation

An exhaustive presentation of the DRM interface.

Demo - Kernel Aspects

- Linux TTY and virtual terminals
- DRM KMS mode-setting
- DRM KMS driver walkthrough
- DRM render driver walkthrough

Illustrating how kernel aspects work.



Day 2 - Afternoon

Lecture - X Window Userspace Aspects

- X11 protocol and architecture
- X11 protocol extensions
- Xorg architecture and acceleration
- Xorg drivers overview
- X11 and OpenGL acceleration: GLX and DRI2
- Xorg usage, integration and configuration
- Major issues with X11
- Xorg debug and documentation

Presenting all things related to X11 and Xorg.

Lecture - Wayland Userspace Aspects

- Wayland overview and paradigm
- Wayland protocol and architecture
- Wayland core protocol details
- Wayland extra protocols
- Wayland asynchronous interface
- Wayland OpenGL integration
- Wayland status and adoption
- Wayland debug and documentation

An in-depth presentation of Wayland.

Lecture - Mesa 3D Userspace Aspects

- Standardized 3D rendering APIs: OpenGL, OpenGL ES, EGL and Vulkan
- Mesa 3D overview
- Mesa 3D implementation highlights
- Mesa 3D internals: Gallium 3D
- Mesa 3D internals: intermediate representations
- Mesa 3D Generic Buffer Management (GBM)
- Mesa 3D hardware support status
- Mesa 3D versus proprietary implementations
- Mesa 3D hardware support: debug and documentation

Presenting 3D APIs and the Mesa 3D implementation.

Demo - Userspace Aspects

- Xorg code walkthrough
- Wayland compositor core walkthrough
- Wayland client examples
- Mesa code walk-through
- OpenGL and EGL examples

Illustrating userspace aspects, client and server implementations.