

Graphics: Linux DRM and Mesa

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- [Intel Linux Graphics Driver Exploring Another Small Power-Savings Optimization](#) [2]

A new patch-set proposed by one of the open-source Intel Linux graphics driver developers would allow power-savings under load of roughly up to 3%.

The new Intel "i915" Linux DRM driver patches by Ankit Navik allow for the dynamic, context-aware re-configuration of the EU/Slice/Sub-slice controls.

At present the Intel DRM driver only configures the execution unit / slice / sub-slice controls at context creation time, but these new patches re-configure the EUs at run-time depending upon how busy the particular graphics application is by the number of commands being submitted by the app to the kernel.

- [Mesa Gets Patches For EXT_multisampled_render_to_texture, Freedreno A6xx MSAA](#) [3]

Wayland founder Kristian Høgsberg Kristensen who has been on Google's Chrome OS graphics team the past few years is continuing to help advance the open-source Qualcomm Adreno graphics support.

Among other recent MSM/Freedreno contributions by Kristian, his latest patch series plumbs in support to core Mesa/Gallium3D for the EXT_multisampled_render_to_texture OpenGL extension and also wires in Adreno A6xx series for multi-sample anti-aliasing (MSAA).

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] https://www.phoronix.com/scan.php?page=news_item&px=Intel-EU-Dynamic-Save-Power

[3] https://www.phoronix.com/scan.php?page=news_item&px=Mesa-EXT_multisampled_render_to