Kernel: Ekstrand, Trivia, RADV

By Roy Schestowitz
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- Ekstrand: Plumbing explicit synchronization through the Linux ecosystem [2]

For those who are interested in the details of graphics synchronization: Jason Ekstrand describes in detail the value of explicit synchronization, the reason why we can't have it now, and a proposal for eventually making it possible to go explicit. "Explicit synchronization is the future of graphics and media. At least, that seems to be the consensus among all the graphics people I've talked to. I had a chat with one of the lead Android graphics engineers recently who told me that doing explicit sync from the start was one of the best engineering decisions Android ever made. It's also the direction being taken by more modern APIs such as Vulkan."

- Linux Trivia: Did you know what Linus wanted to call his kernel initially? [3]

Linux very nearly wasn't called Linux. Did you know what Linus wanted to call his kernel initially?


Prolific ACO shader compiler back-end developer Timur Kristóf has managed to land his latest improvements in Mesa 20.1-devel for this alternative to the AMDGPU LLVM back-end supported so far by the RADV Vulkan driver.

This latest addition to ACO is support for compiling tessellation control/evaluation shaders. This expanded support around tessellation shaders required a fair amount of reworking but
ultimately appears to be in order and now all shader stages with ACO in RADV are enabled.

Source URL: http://www.tuxmachines.org/node/135091

Links:
[2] https://lwn.net/Articles/814587/