Wim Taymans has a long track record in the Linux community. He was one of the two original developers of the GStreamer multimedia framework and he was the principal maintainer for most of the project’s initial existence. He joined Red Hat in 2013 and has helped maintain GStreamer and PulseAudio for Red Hat since. In 2015 he started working on PipeWire: a project that has come to full fruition in Fedora Workstation 34, where it handles both audio and video. In addition to that, it also merges the world of pro-audio with mainstream Linux. In this interview we will talk about where PipeWire came from, where it is at and where Wim sees it going from here.

For two years now Intel open-source engineers have floated patches for reporting per-client engine utilization for showing on an application level how much it's leveraging the Intel graphics render/3D, blitter, and video/multimedia engines. This can be used for some nifty system information reporting like a GPU top or other system monitoring functionality. The latest version of these patches were sent out this week.

The benefit of these patches for Intel graphics hardware on Linux is being able to report on a per-process level how the Intel GPU is being utilized and by what software. This "per-client engine busyness" information is exposed to user-space via sysfs so any interested application can make use of the information.
After releasing upgrading their stable drivers with version 460.80 following the release of the
the RTX 3050 and RTX 3050 Ti for laptops - a new Vulkan Beta Driver is out now.

Graphics/Benchmarks

Source URL: http://www.tuxmachines.org/node/151171

Links: