As reported at the start of August, AMD and Valve have been working on Linux CPU performance/frequency scaling improvements with the Steam Deck being one of the leading motivators. As speculated at that time, their work would likely revolve around use of ACPI CPPC found with Zen 2 CPUs and newer. Published last week was that AMD P-State driver for Linux systems indeed now leveraging CPPC information. AMD formally presented this new driver yesterday at XDC2021.

BayLibre developer Alexandre Bailon has posted a "request for comments" of a new open-source Direct Rendering Manager (DRM) driver for AI Processing Unit (APU) functionality. Initially the driver is catering to Mediatek SoCs with an AI co-processor but this DRM "APU" driver could be adapted to other hardware too.

Alexandre Bailon sums up this DRM AI Processing Unit driver as "a DRM driver that implements communication between the CPU and an APU. This uses VirtIO buffer to exchange messages. For the data, we allocate a GEM object and map it using IOMMU to make it available to the APU. The driver is relatively generic, and should work with any SoC implementing hardware accelerator for AI if they use support remoteproc and VirtIO."
he latest patches sent out for review/testing on the long mission for enabling Apple M1 support on Linux is the USB Type-C connectivity.

Sven Peter has sent out the initial USB Type-C enablement work for the Apple ACE1/2 chips used by Apple M1 systems. In turn this Apple design is based on the TI TPS6598x IP but various differences. The Linux kernel support is being added onto the existing TIPD driver.

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Links: