i.MX Graphics User’s Guide
Contents

Chapter 1  Introduction ..................................................................................................................6
  1.1  i.MX full GPU line .............................................................................................................6
Chapter 2  i.MX G2D API ..........................................................................................................7
  2.1  Overview ............................................................................................................................7
  2.2  Enumerations and structures ............................................................................................7
  2.3  G2D function descriptions ................................................................................................11
  2.4  Support of new operating system in G2D ........................................................................17
  2.5  Sample code for G2D API usage .......................................................................................17
  2.6  Feature list on multiple platforms .....................................................................................20
Chapter 3  i.MX EGL and OGL Extension Support .................................................................21
  3.1  Introduction .......................................................................................................................21
  3.2  EGL extension support ......................................................................................................21
  3.3  OpenGL ES extension support ..........................................................................................24
  3.4  Extension GL_VIV_direct_texture ..................................................................................30
  3.5  Extension GL_VIV_texture_border_clamp .......................................................................33
Chapter 4  i.MX Framebuffer API ................................................................................................35
  4.1  Overview ...........................................................................................................................35
  4.2  API data types and environment variables .......................................................................35
  4.3  API description and syntax ..............................................................................................37
Chapter 5  OpenCL ......................................................................................................................44
  5.1  Overview ...........................................................................................................................44
  5.2  Vivante OpenCL implementation ......................................................................................50
  5.3  Optimization for OpenCL embedded profile ......................................................................53
  5.4  OpenCL Debug messages ................................................................................................56
  5.5  Zero copy ..........................................................................................................................57
  5.6  Instruction cache availability for i.MX graphics .................................................................57
Chapter 6  OpenVX Introduction .................................................................................................58
  6.1  Overview ...........................................................................................................................58
  6.2  Designing framework of OpenVX .....................................................................................58
  6.3  OpenVX extension implementation ...................................................................................60
  6.4  OpenCL functions compatible with Vivante vision .............................................................63
Chapter 7  Vulkan ......................................................................................................................66
  7.1  Overview ...........................................................................................................................66
  7.2  Vivante Extension Support for Vulkan ...............................................................................66
Chapter 8  Multiple GPUs and Virtualization ..........................................................................68
15.5 Avoiding random cache or memory access ................................................................. 122
15.6 Optimizing your use of system memory ................................................................. 122
15.7 Targeting a fixed frame rate that is visibly smooth .............................................. 122
15.8 Minimizing GL state changes .................................................................................. 122
15.9 Batch primitives to minimize the number of draw calls ........................................ 123
15.10 Performing calculations per vertex instead of per fragment/pixel ......................... 123
15.11 Enabling early-Z, hierarchical-Z, and back face culling ....................................... 123
15.12 Using branching carefully ..................................................................................... 123
15.13 Using VBOs instead of static or stack data as vertex data .................................... 124
15.14 Using dynamic VBO when the data is changing frame by frame ......................... 124
15.15 Tessellating your data to make Hierarchical Z (HZ) work ................................... 124
15.16 Using dynamic textures as a texture cache (texture atlas) ................................. 125
15.17 Stitching small triangle strips together .................................................................. 125
15.18 Specifying EGL configuration attributes precisely ............................................. 125
15.19 Using aligned texture/render buffers ..................................................................... 125
15.20 Disabling MSAA rendering unless high quality is needed .................................... 125
15.21 Avoiding partial clears .......................................................................................... 125
15.22 Avoiding mask operations ..................................................................................... 126
15.23 Using MIPMAP textures ....................................................................................... 126
15.24 Using compressed textures if constricted by RAM/ROM budget ....................... 126
15.25 Drawing objects from near to far if possible ....................................................... 126
15.26 Avoiding indexed triangle strips .......................................................................... 126
15.27 Limiting vertex attribute stride within 256 bytes .............................................. 126
15.28 Avoiding binding buffers to mixed index/vertex array ........................................ 126
15.29 Avoiding using CPU to update texture/vertex contexts during render .............. 127
15.30 Avoiding frequent context switching .................................................................... 127
15.31 Optimizing resources within a shader .................................................................. 127
15.32 Avoiding using glScissor Clear for small regions ............................................... 127
15.33 Using PRE to accelerate data transfer ............................................................... 127
15.34 i.MX 8QuadMax dual-GPU performance ............................................................ 127

Chapter 16 Demo Framework ......................................................................................... 128
16.1 Overview .................................................................................................................. 128
16.2 Introduction .............................................................................................................. 129
16.3 Design overview .................................................................................................... 129
16.4 High level overview ............................................................................................... 130
16.5 Demo application details ....................................................................................... 131
Chapter 1 Introduction

The purpose of this document is to provide information on graphic APIs and driver support. Each chapter describes a specific set of APIs or driver integration as well as specific hardware acceleration customization. The target audiences for this document are developers writing graphics applications or video drivers.

1.1 i.MX full GPU line

The whole family of GPUs are listed in the following table. On i.MX 6 boards, only 6Quad and 6QuadPlus support OpenCL. The theoretical number of GFLOPS, the key performance indicator of OpenCL, is also shown in the table. Some benchmarks such as Cpeak, can be used to verify it.

i.MX 8QuadMax supports OpenVX, which will be introduced in next chapter.

<table>
<thead>
<tr>
<th>Product</th>
<th>IMX 6SoloX</th>
<th>IMX 8SoC+ 6QuadLite</th>
<th>IMX 8Solo 6Quad</th>
<th>IMX 8Quad 6QuadPlus</th>
<th>IMX 8Quad 6QuadPlus P</th>
<th>IMX 8Quad 6QuadPlus Plus</th>
<th>IMX 8Quad 6QuadPlus Plus Plus</th>
<th>IMX 8Quad 6QuadPlus Plus Plus Plus</th>
<th>IMX 8Quad 6QuadPlus Plus Plus Plus Plus</th>
<th>IMX 8Quad 6QuadPlus Plus Plus Plus Plus Plus</th>
<th>IMX 8QuadMax</th>
</tr>
</thead>
<tbody>
<tr>
<td>GPU 2D</td>
<td>GC4000 (2D)</td>
<td>GC530</td>
<td>GC530 (VC)</td>
<td>GC530 (VC)</td>
<td>GC530</td>
<td>GC530</td>
<td>N/A</td>
<td>High-Perf 2D Engine</td>
<td>High-Perf 2D Engine</td>
<td>High-Perf 2D Engine</td>
<td>High-Perf 2D Engine</td>
</tr>
<tr>
<td># Shaders (Vertex)</td>
<td>1</td>
<td>1</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>Pixel Rate (Mips/µs)</td>
<td>1.8</td>
<td>2.4</td>
<td>3.9</td>
<td>4.9</td>
<td>7.8</td>
<td>14.0</td>
<td>16.0</td>
<td>16.0</td>
<td>320.0</td>
<td>1600.0</td>
<td>672.0</td>
</tr>
<tr>
<td>Gtex Rate (Mips/µs)</td>
<td>36</td>
<td>81</td>
<td>176</td>
<td>199</td>
<td>40</td>
<td>50</td>
<td>50</td>
<td>74.6</td>
<td>1400.0</td>
<td>1600.0</td>
<td>1600.0</td>
</tr>
<tr>
<td>GFLOPS (theoretical)</td>
<td>3.9 (high)</td>
<td>4.2 (high)</td>
<td>19 (high)</td>
<td>46 / 23</td>
<td>3.2 (high)</td>
<td>8 (high)</td>
<td>5.6 (high)</td>
<td>24.92 / 22.8</td>
<td>51.2 / 25.6</td>
<td>128 / 64</td>
<td>160 / 80</td>
</tr>
<tr>
<td>2D API</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
<td>OpenGL 1.1, G2D</td>
</tr>
<tr>
<td>3D API</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
<td>OGL ES 3.0</td>
</tr>
<tr>
<td>Compute</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Other</td>
<td>3D/4D Multiblended</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Note: OpenVG on 3D GPU with software tessellation.
Chapter 2  i.MX G2D API

2.1  Overview
The G2D Application Programming Interface (API) is designed to be easy to understand and to use the 2D Bit blit (BLT) function. It allows the user to implement the customized applications with simple interfaces. It is hardware and platform independent for i.MX 2D Graphics.

G2D API supports the following features but is not limited to these:
- Simple BLT operation from source to destination
- Alpha blending for source and destination with Porter-Duff rules
- High-performance memory copy from source to destination
- Up-scaling and down-scaling from source to destination
- 90/180/270 degree rotation from source to destination
- Horizontal and vertical flip from source to destination
- Enhanced visual quality with dither for pixel precision-loss
- High performance memory clear for destination
- Pixel-level cropping for source surface
- Global alpha blending for source only
- Asynchronous mode and sync
- Contiguous memory allocator
- Support VG engine

The G2D API document includes a detailed interface description and sample code for reference.

2.2  Enumerations and structures
This chapter describes all enumeration and structure definitions in G2D.

2.2.1  g2d_format enumeration
This enumeration describes the pixel format for source and destination.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_RGB565</td>
<td>0</td>
<td>RGB565 pixel format</td>
</tr>
<tr>
<td>G2D_RGBA8888</td>
<td>1</td>
<td>32-bit RGBA pixel format</td>
</tr>
<tr>
<td>G2D_RGBX8888</td>
<td>2</td>
<td>32-bit RGBX without alpha blending</td>
</tr>
<tr>
<td>G2D_BGRA8888</td>
<td>3</td>
<td>32-bit BGRA pixel format</td>
</tr>
<tr>
<td>G2D_BGRX8888</td>
<td>4</td>
<td>32-bit BGRX without alpha blending</td>
</tr>
<tr>
<td>G2D_BGR565</td>
<td>5</td>
<td>16-bit BGR565 pixel format</td>
</tr>
<tr>
<td>G2D_ARGBA8888</td>
<td>6</td>
<td>32-bit ARGB pixel format</td>
</tr>
<tr>
<td>G2D_ABGR8888</td>
<td>7</td>
<td>32-bit ABGR pixel format</td>
</tr>
<tr>
<td>G2D_XRGB8888</td>
<td>8</td>
<td>32-bit XRGB without alpha</td>
</tr>
<tr>
<td>G2D_XBGR8888</td>
<td>9</td>
<td>32-bit XBGR without alpha</td>
</tr>
<tr>
<td>G2D_RGB888</td>
<td>10</td>
<td>24-bit RGB</td>
</tr>
</tbody>
</table>
G2D_NV12  20 Y plane followed by interleaved U/V plane
G2D_I420  21 Y, U, V are within separate planes
G2D_YV12  22 Y, V, U are within separate planes
G2D_NV21  23 Y plane followed by interleaved V/U plane
G2D_YUYV  24 Interleaved Y/U/V plane
G2D_YVYU  25 Interleaved Y/V/Y/U plane
G2D_UYVY  26 Interleaved U/Y/V/Y plane
G2D_VYUY  27 Interleaved V/Y/U/Y plane
G2D_NV16  28 Y plane followed by interleaved U/V plane
G2D_NV61  29 Y plane followed by interleaved V/U plane

2.2.2  g2d_blend_func enumeration
This enumeration describes the blend factor for source and destination.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_ZERO</td>
<td>0</td>
<td>Blend factor with 0</td>
</tr>
<tr>
<td>G2D_ONE</td>
<td>1</td>
<td>Blend factor with 1</td>
</tr>
<tr>
<td>G2D_SRC_ALPHA</td>
<td>2</td>
<td>Blend factor with source alpha</td>
</tr>
<tr>
<td>G2D_ONE_MINUS_SRC_ALPHA</td>
<td>3</td>
<td>Blend factor with 1 - source alpha</td>
</tr>
<tr>
<td>G2D_DST_ALPHA</td>
<td>4</td>
<td>Blend factor with destination alpha</td>
</tr>
<tr>
<td>G2D_ONE_MINUS_DST_ALPHA</td>
<td>5</td>
<td>Blend factor with 1 - destination alpha</td>
</tr>
<tr>
<td>G2D_PRE_MULTIPLIED_ALPHA</td>
<td>0 x 10</td>
<td>Extensive blend as pre-multiplied alpha</td>
</tr>
<tr>
<td>G2D_DEMULTIPLY_OUT_ALPHA</td>
<td>0 x 20</td>
<td>Extensive blend as demultiply out alpha</td>
</tr>
</tbody>
</table>

2.2.3  g2d_cap_mode enumeration
This enumeration describes the alternative capability in 2D BLT.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_BLEND</td>
<td>0</td>
<td>Enable alpha blend in 2D BLT</td>
</tr>
<tr>
<td>G2D_DITHER</td>
<td>1</td>
<td>Enable dither in 2D BLT</td>
</tr>
<tr>
<td>G2D_GLOBAL_ALPHA</td>
<td>2</td>
<td>Enable global alpha in blend</td>
</tr>
</tbody>
</table>

Note: G2D_GLOBAL_ALPHA is only valid when G2D_BLEND is enabled.

2.2.4  g2d_rotation enumeration
This enumeration describes the rotation mode in 2D BLT.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_ROTATION_0</td>
<td>0</td>
<td>No rotation</td>
</tr>
</tbody>
</table>

i.MX Graphics User’s Guide, Rev. 5, 04/2020
2.2.5  g2d_cache_mode enumeration
This enumeration describes the cache operation mode.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_CACHE_CLEAN</td>
<td>0</td>
<td>Clean the cacheable buffer</td>
</tr>
<tr>
<td>G2D_CACHE_FLUSH</td>
<td>1</td>
<td>Clean and invalidate cacheable buffer</td>
</tr>
<tr>
<td>G2D_GLOBAL_INVALIDATE</td>
<td>2</td>
<td>Invalidate the cacheable buffer</td>
</tr>
</tbody>
</table>

2.2.6  g2d_hardware_type enumeration
This enumeration describes the supported hardware type.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_HARDWARE_2D</td>
<td>0</td>
<td>2D hardware type by default</td>
</tr>
<tr>
<td>G2D_HARDWARE_VG</td>
<td>1</td>
<td>VG hardware type</td>
</tr>
</tbody>
</table>

2.2.7  g2d_surface structure
This structure describes the surface with operation attributes.

<table>
<thead>
<tr>
<th>g2d_surface Members</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>format</td>
<td>g2d_format</td>
<td>Pixel format of surface buffer</td>
</tr>
<tr>
<td>planes[3]</td>
<td>Int</td>
<td>Physical addresses of surface buffer</td>
</tr>
<tr>
<td>left</td>
<td>Int</td>
<td>Left offset in blit rectangle</td>
</tr>
<tr>
<td>top</td>
<td>Int</td>
<td>Top offset in blit rectangle</td>
</tr>
<tr>
<td>right</td>
<td>Int</td>
<td>Right offset in blit rectangle</td>
</tr>
<tr>
<td>bottom</td>
<td>Int</td>
<td>Left offset in blit rectangle</td>
</tr>
<tr>
<td>stride</td>
<td>Int</td>
<td>RGB/Y stride of surface buffer</td>
</tr>
<tr>
<td>width</td>
<td>Int</td>
<td>Surface width in pixel unit</td>
</tr>
<tr>
<td>height</td>
<td>Int</td>
<td>Surface height in pixel unit</td>
</tr>
<tr>
<td>blendfunc</td>
<td>g2d_blend_func</td>
<td>Alpha blend mode</td>
</tr>
<tr>
<td>global_alpha</td>
<td>Int</td>
<td>Global alpha value 0~255</td>
</tr>
<tr>
<td>clrcolor</td>
<td>Int</td>
<td>Clear color is 32bit RGBA</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>rot</td>
<td>g2d_rotation</td>
<td>Rotation mode</td>
</tr>
</tbody>
</table>

**Notes:**
- RGB and YUV formats can be set in source surface, but only RGB format can be set in destination surface.
- RGB pixel buffer only uses planes [0], buffer address is with 16bytes alignment on i.MX 6Quad/Dual/DualLite/Solo/SoloLite, 1 pixel alignment on i.MX 6QuadPlus.
- NV12: Y in planes [0], UV in planes [1], with 64bytes alignment,
- I420: Y in planes [0], U in planes [1], U in planes [2], with 64 bytes alignment
- The cropped region in source surface is specified with left, top, right and bottom parameters.
- RGB stride alignment is 16bytes on i.MX 6Quad/Dual/DualLite/Solo/SoloLite, 1 pixel on i.MX 6QuadPlus, both for source and destination surface.
- NV12 stride alignment is 8bytes for source surface, UV stride = Y stride,
- I420 stride alignment is 8bytes for source surface, U stride=V stride = ½ Y stride.
- G2D_ROTATION_0/G2D_FLIP_H/G2D_FLIP_V shall be set in source surface, and the clockwise rotation degree shall be set in destination surface.
- Application should calculate the rotated position and set it for destination surface.
- The geometry definition of surface structure is described as follows.

![g2d_surface_structure](image)

**Figure 1. g2d_surface structure**

### 2.2.8 g2d_buf structure

This structure describes the buffer used as G2D interfaces.

**Table 9. g2d_buf structure**

<table>
<thead>
<tr>
<th>g2d_buf Members</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>buf_handle</td>
<td>void *</td>
<td>The handle associated with buffer</td>
</tr>
<tr>
<td>buf_vaddr</td>
<td>void *</td>
<td>Virtual address of the buffer</td>
</tr>
<tr>
<td>buf_paddr</td>
<td>int</td>
<td>Physical address of the buffer</td>
</tr>
<tr>
<td>buf_size</td>
<td>int</td>
<td>The actual size of the buffer</td>
</tr>
</tbody>
</table>
2.2.9 g2d_surface_pair structure

This structure binds one source g2d_surface and one destination g2d_surface as a pair. When doing multi-source blit, they are one-to-one correspondent.

<table>
<thead>
<tr>
<th>g2d_surface_pair Members</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s</td>
<td>g2d_surface</td>
<td>Source g2d_surface</td>
</tr>
<tr>
<td>d</td>
<td>g2d_surface</td>
<td>Destination g2d_surface</td>
</tr>
</tbody>
</table>

2.2.10 g2d_feature enumeration

This enumeration describes the features in G2D BLT.

<table>
<thead>
<tr>
<th>Name</th>
<th>Numeric</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>G2D_SCALING</td>
<td>0</td>
<td>Scaling</td>
</tr>
<tr>
<td>G2D_ROTATION</td>
<td>1</td>
<td>Rotation</td>
</tr>
<tr>
<td>G2D_SRC_YUV</td>
<td>2</td>
<td>Source YUV format</td>
</tr>
<tr>
<td>G2D_DST_YUV</td>
<td>3</td>
<td>Destination YUV format</td>
</tr>
<tr>
<td>G2D_MULTI_SOURCE_BLT</td>
<td>4</td>
<td>Multisource blit</td>
</tr>
</tbody>
</table>

2.3 G2D function descriptions

2.3.1 g2d_open

**Description:**
Open a G2D device and return a handle.

**Syntax:**
```c
int g2d_open (void **handle);
```

**Parameters:**
- `handle` Pointer to receive G2D device handle

**Returns:**
- Success with 0, fail with -1

2.3.2 g2d_close

**Description:**
Close G2D device with the handle.

**Syntax:**
```c
int g2d_close (void *handle);
```
Parameters:
handle  G2D device handle

Returns:
Success with 0, fail with -1

2.3.3  g2d_make_current
Description:
Set the specific hardware type for current context, and the default is G2D_HARDWARE_2D.

Syntax:
int g2d_make_current (void *handle, enum g2d_hardware_type type);

Parameters:
handle  G2D device handle
type  G2D hardware type

Returns:
Success with 0, fail with -1

2.3.4  g2d_clear
Description:
Clear a specific area.

Syntax:
int g2d_clear (void *handle, struct g2d_surface *area);

Parameters:
handle  G2D device handle
area  The area to be cleared

Returns:
Success with 0, fail with -1

2.3.5  g2d_blit
Description:
G2D blit from source to destination with alternative operation (Blend, Dither, etc.).

Syntax:
int g2d_blit (void *handle, struct g2d_surface *src, struct g2d_surface *dst);

Parameters:
handle  G2D device handle
src  source surface
dst  destination surface

Returns:
Success with 0, fail with -1

2.3.6  g2d_copy

Description:
G2D copy with specified size.

Syntax:
int g2d_copy (void *handle, struct g2d_buf *d, struct g2d_buf* s, int size);

Parameters:
handle    G2D device handle
d        destination buffer
s        source buffer
size    copy bytes

Limitations:
If the destination buffer is cacheable, it must be invalidated before g2d_copy
due to the alignment limitation of G2D driver.

Returns:
Success with 0, fail with -1

2.3.7  g2d_query_cap

Description:
Query the alternative capability enablement.

Syntax:
int g2d_query_cap (void *handle, enum g2d_cap_mode cap, int *enable);

Parameters:
handle    G2D device handle
cap    G2D capability to query
enable    Pointer to receive G2D capability enablement

Returns: Success with 0, fail with -1

2.3.8  g2d_enable

Description:
Enable G2D capability with the specific mode.

Syntax:
int g2d_enable (void *handle, enum g2d_cap_mode cap);

Parameters:
handle    G2D device handle
cap    G2D capability to enable
Returns:
Success with 0, fail with -1

2.3.9  g2d_disable
Description:
Enable G2D capability with the specific mode.

Syntax:
int g2d_disable (void *handle, enum g2d_cap_mode cap);

Parameters:
handle  G2D device handle
cap     G2D capability to disable

Returns:
Success with 0, fail with -1

2.3.10 g2d_cache_op
Description:
Perform cache operations for the cacheable buffer allocated through the G2D driver.

Syntax:
int g2d_cache_op (struct g2d_buf *buf, enum g2d_cache_mode op);

Parameters:
buf     the buffer to be handled with cache operations
op      cache operation type

Returns:
Success with 0, fail with -1

2.3.11 g2d_alloc
Description:
Allocate a buffer through G2D device

Syntax:
struct g2d_buf *g2d_alloc (int size, int cacheable);

Parameters:
size    allocated bytes
cacheable  0, non-cacheable, 1, cacheable attribute defined by system

Returns:
Success with valid G2D buffer pointer, fail with 0
2.3.12 g2d_free

Description:
Free the buffer through G2D device.

Syntax:
int g2d_free (struct g2d_buf *buf);

Parameters:
 buf G2D buffer to free

Returns:
Success with 0, fail with -1

2.3.13 g2d_flush

Description:
Flush G2D command and return without completing pipeline.

Syntax:
int g2d_flush (void *handle);

Parameters:
 handle G2D device handle

Returns:
Success with 0, fail with -1

2.3.14 g2d_finish

Description:
Flush G2D command and then return when pipeline is finished.

Syntax:
int g2d_finish (void *handle);

Parameters:
 handle G2D device handle

Returns:
Success with 0, fail with -1

2.3.15 g2d_multi_blit

Description:
Blit multiple sources to one destination.

Syntax:
int g2d_multi_blit (void *handle, struct g2d_surface_pair *sp[], int layers);

Parameters:
handle  G2D device handle  
sp   array in which elements point to g2d_surface_pair  
layers  number of the source layers that need to be blited

Returns:
Success with 0, fail with -1

Note:
There are some restrictions for this API that we should be aware of.

- This API only works on the i.MX 6DualPlus/QuadPlus platform.
- The maximum number of the source layers that can be blited one time is 8.
- Although g2d_surface_pair binds one source g2d_surface and one destination g2d_surface as a pair, it only supports one destination surface. The relationship between the source and destination is many to one, but each source surface can be set separately and differently, and its dimension, stride, rotation, and format can differ with that of the destination surface.
- The rotation of the destination surface is set to 0 degree by default, and cannot be changed.
- The key restriction is that the destination rectangle cannot be set, which means that the destination rectangle must be the same as the source rectangle. Therefore, if the source rectangle is set to (l, t, r, b), the destination rectangle should also be set to (l, t, r, b) by hardware. In the chapter on multi source blit (2.4.4), as it makes no sense to set the destination rectangles, we just set all of them to (0, 0, width, height) for future extension.

2.3.16  g2d_query_hardware

Description:
Query whether 2D and VG hardware are available in the current G2D.

Syntax:
int g2d_query_hardware (void *handle, enum g2d_hardware_type type, int *available);

Parameters:
handle  G2D device handle  
type  G2D hardware type  
available  Pointer to receive G2D hardware type availability

Returns:
Success with 0, fail with -1

2.3.17  g2d_query_feature

Description:
Query if the features are available in G2D BLT.

Syntax:
int g2d_query_feature (void *handle, enum g2d_feature feature, int *available);

Parameters:
handle  G2D device handle  
feature  G2D feature in g2d_blit  
available  Pointer to receive G2D feature availability

Returns:
Success with 0, fail with -1
2.4 Support of new operating system in G2D

G2D code is independent on operating system (OS) except of buffer allocation. Allocating the memory for buffer is made by mechanism that is offered by each OS differently. The code for allocation is located in [G2D repository copy]/source/os/[OS name]. Therefore, supporting new OS includes the following steps:

1. Create a new folder in [G2D repository copy]/source/os/ with the name of the new OS and update implementation in the included source code according to the new OS allocation mechanism.
2. When creating new makefiles for the OS, include the files from the new folder.
3. The test named overlay_test contains the OS dependent code. For supporting the new OS in this test, create new folder in [G2D repository copy]/test/overlay_test/os and update the code according to the new OS mechanism for display initialization. Also update makefiles to include code from the new folder.

2.5 Sample code for G2D API usage

This chapter provides the brief prototype code with G2D API.

2.5.1 Color space conversion from YUV to RGB

```c
void g2d_open(&handle);

src.planes[0] = buf_y;
src.planes[1] = buf_u;
src.planes[2] = buf_v;
src.left = crop.left;
src.top = crop.top;
src.right = crop.right;
src.bottom = crop.bottom;
src.stride = y_stride;
src.width = y_width;
src.height = y_height;
src.rot = G2D_ROTATION_0;
src.format = G2D_I420;

dst.planes[0] = buf_rgba;
dst.left = 0;
dst.top = 0;
dst.right = disp_width;
dst.bottom = disp_height;
dst.stride = disp_width;
dst.width = disp_width;
dst.height = disp_height;
dst.rot = G2D_ROTATION_0;
dst.format = G2D_RGBA8888;

g2d_blit(handle, &src, &dst);
g2d_finish(handle);
g2d_close(handle);
```
2.5.2 Alpha blend in source over mode

g2d_open(&handle);

src.planes[0] = src_buf;
src.left = 0;
src.top = 0;
src.right = test_width;
src.bottom = test_height;
src.stride = test_width;
src.width = test_width;
src.height = test_height;
src.rot = G2D_ROTATION_0;
src.format = G2D_RGBA8888;
src.blendfunc = G2D_ONE;

dst.planes[0] = dst_buf;
dst.left = 0;
dst.top = 0;
dst.right = test_width;
dst.bottom = test_height;
dst.stride = test_width;
dst.width = test_width;
dst.height = test_height;
dst.format = G2D_RGBA8888;
dst.rot = G2D_ROTATION_0;
dst.blendfunc = G2D_ONE_MINUS_SRC_ALPHA;

g2d_enable(handle,G2D_BLEND);
g2d_blit(handle, &src, &dst);
g2d_finish(handle);
g2d_disable(handle,G2D_BLEND);
g2d_close(handle);

2.5.3 Source cropping and destination rotation

g2d_open(&handle);

src.planes[0] = src_buf;
src.left = crop.left;
src.top = crop.left;
src.right = crop.right;
src.bottom = crop.bottom;
src.stride = src_stride;
src.width = src_width;
src.height = src_height;
src.format = G2D_RGBA8888;
src.rot = G2D_ROTATION_0;//G2D_FLIP_H or G2D_FLIP_V

dst.planes[0] = dst_buf;
dst.left = 0;
dst.top = 0;
dst.right = dst_width;
dst.bottom = dst_height;
dst.stride = dst_width;
dst.width = dst_width;
dst.height = dst_height;
dst.format = G2D_RGBA8888;
dst.rot = G2D_ROTATION_90;

g2d_blit(handle, &src, &dst);
g2d_finish(handle);
g2d_close(handle)

2.5.4 Multi source blit

const int layers = 8;
struct g2d_buf *d_buf;
struct g2d_buf *mul_s_buf[layers];
struct g2d_surface_pair *sp[layers];

g2d_open(&handle)

for(n = 0; n < layers; n++) {
    sp[n] = (struct g2d_surface_pair *)malloc(sizeof(struct g2d_surface_pair));
}

d_buf = g2d_alloc(test_width * test_height * 4, 0);
for(n = 0; n < layers; n++) {
    mul_s_buf[n] = g2d_alloc(test_width * test_height * 4, 0);
}

for(n = 0; n < layers; n++) {
    sp[n]->s.left = img_info_ptr[n]->img_left;
    sp[n]->s.top = img_info_ptr[n]->img_top;
    sp[n]->s.right = img_info_ptr[n]->img_right;
    sp[n]->s.bottom = img_info_ptr[n]->img_bottom;
    sp[n]->s.stride = img_info_ptr[n]->img_width;
    sp[n]->s.width = img_info_ptr[n]->img_width;
    sp[n]->s.height = img_info_ptr[n]->img_height;
    sp[n]->s.rot = img_info_ptr[n]->img_rot;
    sp[n]->s.format = img_info_ptr[n]->img_format;
    sp[n]->s.planes[0] = mul_s_buf[n]->buf_paddr;
}

sp[0]->d.left = 0;
sp[0]->d.top = 0;
sp[0]->d.right = test_width;
sp[0]->d.bottom = test_height;
sp[0]->d.stride = test_width;
sp[0]->d.width  = test_width;
sp[0]->d.height = test_height;
sp[0]->d.format = G2D_RGBA8888;
sp[0]->d.rot    = G2D_ROTATION_0;
sp[0]->d.planes[0] = d_buf->buf_paddr;
for(n = 1; n < layers; n++) {
    sp[n]->d = sp[0]->d;
}
g2d_multi_blit(handle, sp, layers);
g2d_finish(handle);
for(n = 0; n < layers; n++)
g2d_free(mul_s_buf[n]);
g2d_close(handle);

2.6 Feature list on multiple platforms

This user guide is for multiple platforms, such as i.MX 6 and i.MX 8, and the hardwares for the G2D implementation are different on those platforms, so some G2D features are also different.
For example, the G2D_YUVU and G2D_VYUY formats are not supported on the i.MX 8, and the g2d_multi_blit function only works on the i.MX 6DualPlus/QuadPlus. Therefore, we list those differences in the following feature table.

Table 12. Feature list on multiple platforms

<table>
<thead>
<tr>
<th>Feature</th>
<th>i.MX 6</th>
<th>i.MX 7</th>
<th>i.MX 8</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6Solo/6Dual/6Quad</td>
<td>6DualPlus/6QuadPlus</td>
<td>7ULP</td>
</tr>
<tr>
<td>G2D_YUVU</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>G2D_VYUY</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>G2D_HARDWARE_VG</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>G2D_MULTI_SOURCE_BLT</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>g2d_cache_op</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Chapter 3  i.MX EGL and OGL Extension Support

3.1  Introduction
The following tables list the level of support for EGL and OES extensions available with i.MX hardware and software. Support levels are current as of the date of the document and subject to change. Two tables are provided. The first table lists the EGL interface extensions. The second table lists extensions for OpenGL ES 1.1, OpenGL ES 2.0, and OpenGL ES 3.0.

Key:
Extension Name and Number: Each listed extension is derived from the relevant khronos.org webpage list and includes the extension number as well as a hyperlink to the khronos description of the extension.
Yes: Support is currently available.
No: Support is not available. (Reasons for lack of support may vary: the extension may be proprietary or obsolete, or not applicable to the specified OES version.)
N/A: Support is not provided as the extension is not applicable in this and subsequent versions of the specification.

3.2  EGL extension support
The following table includes the list of all current EGL Extensions and indicates their support level.
(list from www.khronos.org/registry/egl/ as of 1/24/2013)

Table 13. EGL extension support

<table>
<thead>
<tr>
<th>EGL Extension Number, Name and hyperlink</th>
<th>Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. EGL_KHR_config_attribs</td>
<td></td>
</tr>
<tr>
<td>2. EGL_KHR_lock_surface</td>
<td>YES</td>
</tr>
<tr>
<td>3. EGL_KHR_image</td>
<td>YES</td>
</tr>
<tr>
<td>4. EGL_KHR_vg_parent_image</td>
<td></td>
</tr>
<tr>
<td>5. EGL_KHR_gl_texture_2D_image</td>
<td>YES</td>
</tr>
<tr>
<td>6. EGL_KHR_gl_texture_cubemap_image</td>
<td>YES</td>
</tr>
<tr>
<td>7. EGL_KHR_gl_texture_3D_image</td>
<td>NO</td>
</tr>
<tr>
<td>8. EGL_KHR_gl_renderbuffer_image</td>
<td>YES</td>
</tr>
<tr>
<td>9. EKL_KHR_reusable_sync</td>
<td>YES</td>
</tr>
<tr>
<td>10. EGL_KHI_image_base</td>
<td>YES</td>
</tr>
<tr>
<td>11. EGL_KHI_image_pixmap</td>
<td>YES</td>
</tr>
<tr>
<td>12. EGL_IMG_context_priority</td>
<td></td>
</tr>
<tr>
<td>13. EGL_KHR_lock_surface2</td>
<td></td>
</tr>
<tr>
<td>14. EGL_NV_coverage_sample</td>
<td></td>
</tr>
<tr>
<td>15. EGL_NV_depth_nonlinear</td>
<td></td>
</tr>
<tr>
<td>16. EGL_NV_sync</td>
<td>YES</td>
</tr>
<tr>
<td>17. EGL_KHR_fence_sync</td>
<td>YES</td>
</tr>
<tr>
<td>18. EGL_MESA_drm_image</td>
<td></td>
</tr>
<tr>
<td>19. EGL_NV_post_sub_buffer</td>
<td></td>
</tr>
<tr>
<td>20. EKL_ANGLE_query_surface_pointer</td>
<td></td>
</tr>
<tr>
<td></td>
<td>EGL_ANGLE_surface_d3d_texture_2d_share_handle</td>
</tr>
<tr>
<td>---</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>30.</td>
<td>EGL_NV_coverage_sample_resolve</td>
</tr>
<tr>
<td>31.</td>
<td>EGL_NV_system_time</td>
</tr>
<tr>
<td>32.</td>
<td>EGL_KHR_stream</td>
</tr>
<tr>
<td>33.</td>
<td>EGL_KHR_stream_consumer_gttexture</td>
</tr>
<tr>
<td>34.</td>
<td>EGL_KHR_stream_producer_egltexture</td>
</tr>
<tr>
<td>35.</td>
<td>EGL_KHR_stream_producer_aldatalocator</td>
</tr>
<tr>
<td>36.</td>
<td>EGL_KHR_stream_fifo</td>
</tr>
<tr>
<td>37.</td>
<td>EGL_EXT_create_context_robustness</td>
</tr>
<tr>
<td>38.</td>
<td>EGL_ANGLE_d3d_share_handle_client_buffer</td>
</tr>
<tr>
<td>39.</td>
<td>EGL_KHR_create_context</td>
</tr>
<tr>
<td>40.</td>
<td>EGL_KHR_surfaceless_context</td>
</tr>
<tr>
<td>41.</td>
<td>EGL_KHR_stream_cross_process_fd</td>
</tr>
<tr>
<td>42.</td>
<td>EGL_EXT_multiview_window</td>
</tr>
<tr>
<td>43.</td>
<td>EGL_KHR_wait_sync</td>
</tr>
<tr>
<td>44.</td>
<td>EGL_NV_post_convert_rounding</td>
</tr>
<tr>
<td>45.</td>
<td>EGL_NV_native_query</td>
</tr>
<tr>
<td>46.</td>
<td>EGL_NV_3dvision_surface</td>
</tr>
<tr>
<td>47.</td>
<td>EGL_ANDROID_framebuffer_target</td>
</tr>
<tr>
<td>48.</td>
<td>EGL_ANDROID_blob_cache</td>
</tr>
<tr>
<td>49.</td>
<td>EGL_ANDROID_image_native_buffer</td>
</tr>
<tr>
<td>50.</td>
<td>EGL_ANDROID_native_fence_sync</td>
</tr>
<tr>
<td>51.</td>
<td>EGL_ANDROID_recordable</td>
</tr>
<tr>
<td>52.</td>
<td>EGL_EXT_buffer_age</td>
</tr>
<tr>
<td>53.</td>
<td>EGL_EXT_image_dma_buf_import</td>
</tr>
<tr>
<td>54.</td>
<td>EGL_ARM_pixmap_multisample_discard</td>
</tr>
<tr>
<td>55.</td>
<td>EGL_EXT_swap_buffers_with_damage</td>
</tr>
<tr>
<td>56.</td>
<td>EGL_NV_stream_sync</td>
</tr>
<tr>
<td>57.</td>
<td>EGL_EXT_platform_base</td>
</tr>
<tr>
<td>58.</td>
<td>EGL_EXT_client_extensions</td>
</tr>
<tr>
<td>59.</td>
<td>EGL_EXT_platform_x11</td>
</tr>
<tr>
<td>60.</td>
<td>EGL_KHR_cl_event</td>
</tr>
<tr>
<td>61.</td>
<td>EGL_KHR_get_all_proc_addresses</td>
</tr>
<tr>
<td>62.</td>
<td>EGL_MESA_platform_gbm</td>
</tr>
<tr>
<td>63.</td>
<td>EGL_EXT_platform_wayland</td>
</tr>
<tr>
<td>64.</td>
<td>EGL_KHR_lock_surface3</td>
</tr>
<tr>
<td>65.</td>
<td>EGL_KHR_cl_event2</td>
</tr>
<tr>
<td>66.</td>
<td>EGL_KHR_gl_colorspace</td>
</tr>
<tr>
<td>67.</td>
<td>EGL_EXT_protected_surface</td>
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<tr>
<td>68.</td>
<td>EGL_KHR_platform_android</td>
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<td>69.</td>
<td>EGL_KHR_platform_gbm</td>
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<td>70.</td>
<td>EGL_KHR_platform_wayland</td>
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<td>71.</td>
<td>EGL_KHR_platform_x11</td>
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<td>72.</td>
<td>EGL_EXT_device_base</td>
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<td>73.</td>
<td>EGL_EXT_platform_device</td>
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<td>74.</td>
<td>EGL_NV_device_cuda</td>
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<td>75.</td>
<td>EGL_NV_cuda_event</td>
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<td>76.</td>
<td>EGL_TIZEN_image_native_buffer</td>
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<td>EGL_TIZEN_image_native_surface</td>
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<td>78.</td>
<td>EGL_EXT_output_base</td>
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<td>79.</td>
<td>EGL_EXT_device_drm</td>
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<td>80.</td>
<td>EGL_EXT_device_openwf</td>
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<tr>
<td>81.</td>
<td>EGL_EXT_stream_consumer_egloutput</td>
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<tr>
<td>82.</td>
<td>EGL_KHR_partial_update</td>
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<tr>
<td>83.</td>
<td>EGL_KHR_swap_buffers_with_damage</td>
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<tr>
<td>84.</td>
<td>EGL_ANGLE_window_fixed_size</td>
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<tr>
<td>85.</td>
<td>EGL_EXT_yuv_surface</td>
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<td>86.</td>
<td>EGL_MESA_image_dma_buf_export</td>
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<tr>
<td>87.</td>
<td>EGL_EXT_device_enumeration</td>
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<td>88.</td>
<td>EGL_EXT_device_query</td>
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<tr>
<td>89.</td>
<td>EGL_ANGLE_device_d3d</td>
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<tr>
<td>90.</td>
<td>EGL_KHR_create_context_no_error</td>
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<td>91.</td>
<td>EGL_KHR_debug</td>
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<td>92.</td>
<td>EGL_NV_stream_metadata</td>
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<td>93.</td>
<td>EGL_NV_stream_consumer_gtexture_yuv</td>
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<tr>
<td>94.</td>
<td>EGL_IMG_image_plane_attribs</td>
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<tr>
<td>95.</td>
<td>EGL_KHR_mutable_render_buffer</td>
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<tr>
<td>96.</td>
<td>EGL_EXT_protected_content</td>
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<td>97.</td>
<td>EGL_ANDROID_presentation_time</td>
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<td>98.</td>
<td>EGL_ARM_implicit_external_sync</td>
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<td>99.</td>
<td>EGL_NV_stream_fifo_next</td>
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<td>EGL_NV_stream_fifo_synchronous</td>
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<td>101.</td>
<td>EGL_NV_stream_frame_limits</td>
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<td>EGL_NV_stream_remote</td>
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<td>103.</td>
<td>EGL_NV_stream_resume</td>
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<tr>
<td>104.</td>
<td>EGL_NV_stream_resume_COMMIT</td>
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<td>EGL_NV_stream_resume_FRAME</td>
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<td>EGL_NV_stream_resume_TIMESTAMP</td>
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<td>107.</td>
<td>EGL_NV_stream_resume_TIMESTAMP-prepend</td>
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<td>EGL_NV_stream_resume_TIMESTAMP-complete</td>
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<tr>
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<td>EGL_NV_stream_resume_TIMESTAMP-ready</td>
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<td>EGL_NV_stream_resume_TIMESTAMP-trigger</td>
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i.MX Graphics User's Guide, Rev. 5, 04/2020
### OpenGL ES extension support

The following table includes the list of all current OpenGL ES Extensions and indicates their support level. (list from [www.khronos.org/registry/gles](http://www.khronos.org/registry/gles) as of 9/27/2012)

**Table 14. OpenGL ES extension support**

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<thead>
<tr>
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<th>ES2.0/3.0/3.1/3.2</th>
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3.4 Extension GL_VIV_direct_texture

**Name**

VIV_direct_texture

**Name strings**

GL_VIV_direct_texture

**IP Status**

Contact NXP Semiconductor regarding any intellectual property questions associated with this extension.

**Status**

Implemented: July, 2011

**Version**

Last modified: 29 July, 2011

Revision: 2

**Number**

Unassigned

**Dependencies**

OpenGL ES 1.1 is required. OpenGL ES 2.0/3.x support is available.

**Overview**

Create a texture with direct access support. This is useful when an application desires to use the same texture over and over while frequently updating its content. It could also be used for mapping live video to a texture. A video decoder could write its result directly to the texture and then the texture could be directly rendered onto a 3D shape. `glTexImageDirectVIVMap` is similar to `glTexImageDirectVIV`. The only difference is that it has two inputs, “Logical” and “Physical,” which support mapping a user space memory or a physical address into the texture surface.
New Procedures and Functions

glTexDirectVIV

Syntax:

```c
GL_API void GL_APIENTRY
glTexDirectVIV (  
    GLenum    Target,  
    GLsizei   Width,  
    GLsizei   Height,  
    GLenum    Format,  
    GLvoid ** Pixels
);
```

Parameters

- **Target**: Target texture. Must be GL_TEXTURE_2D.
- **Width**: Size of LOD 0. Width must be 16 pixel aligned. The width and height of LOD 0 of the texture is specified by the Width and Height parameters. The driver may auto-generate the rest of LODs if the hardware supports high quality scaling (for non-power of 2 textures) and LOD generation. If the hardware does not support high quality scaling and LOD generation, the texture remains a single-LOD texture.
- **Height**: 
- **Format**: Choose the format of the pixel data from the following formats: GL_VIV_YV12, GL_VIV_NV12, GL_VIV_NV21, GL_VIV_YUY2, GL_VIV_UYVY, GL_RGBA, and GL_BGRA_EXT.
  - If the format is GL_VIV_YV12, glTexDirectVIV creates a planar YV12 4:2:0 texture and the format of the Pixels array is as follows: Yplane, Vplane, Uplane.
  - If the format is GL_VIV_NV12, glTexDirectVIV creates a planar NV12 4:2:0 texture and the format of the Pixels array is as follows: Yplane, UVplane.
  - If the format is GL_VIV_NV21, glTexDirectVIV creates a planar NV21 4:2:0 texture and the format of the Pixels array is as follows: Yplane, UUplane.
  - If the format is GL_VIV_YUY2 or GL_VIV_UVYV, glTexDirectVIV creates a packed 4:2:2 texture and the Pixels array contains only one pointer to the packed YUV texture.
  - If Format is GL_RGBA, glTexDirectVIV creates a pixel array with four GL_UNSIGNED_BYTE components: the first byte for red pixels, the second byte for green pixels, the third byte for blue, and the fourth byte for alpha.
  - If Format is GL_BGRA_EXT, glTexDirectVIV creates a pixel array with four GL_UNSIGNED_BYTE components: the first byte for blue pixels, the second byte for green pixels, the third byte for red, and the fourth byte for alpha.
- **Pixels**: Stores the memory pointer created by the driver.
Output

If the function succeeds, it returns a pointer, or, for some YUV formats, it returns a set of pointers that directly point to the texture. The pointer(s) are returned in the user-allocated array pointed to by the Pixels parameter.

**glTexDirectVIVMap**

**Syntax:**

```c
GL_API void GL_APIENTRY glTexDirectVIVMap (  
    GLenum Target, 
    GLsizei Width,  
    GLsizei Height,  
    GLenum Format,  
    Glvoid ** Logical,  
    const GLuint * Physical 
    );
```

**Parameters**

- **Target**
  Target texture. Must be GL_TEXTURE_2D.
- **Width**
  Size of LOD 0. Width must be 16 pixel aligned. See glTexDirectVIV.
- **Height**
- **Format**
  Same as glTexDirectVIV Format.
- **Logical**
  Pointer to the logical address of the application-defined texture buffer. Logical address must be 64 bit (8 byte) aligned.
- **Physical**
  Pointer to the physical address of the application-defined buffer to the texture, or ~0 if no physical address has been provided.

**glTexDirectInvalidateVIV**

**Syntax:**

```c
GL_API void GL_APIENTRY glTexDirectInvalidateVIV (  
    GLenum Target 
    );
```

**Parameters**

- **Target**
  Target texture. Must be GL_TEXTURE_2D.

**New Tokens**

- **GL_VIV_YV12** 0x8FC0
- **GL_VIV_NV12** 0x8FC1
- **GL_VIV_YUV2** 0x8FC2
- **GL_VIV_UVYV** 0x8FC3
- **GL_VIV_NV21** 0x8FC4
Error codes

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<th>Description</th>
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<td>GL_INVALID_ENUM</td>
<td>Target is not GL_TEXTURE_2D, or format is not a valid format.</td>
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<tr>
<td>GL_INVALID_VALUE</td>
<td>Width or Height parameter is less than 1.</td>
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<tr>
<td>GL_OUT_OF_MEMORY</td>
<td>A memory allocation error occurred.</td>
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<tr>
<td>GL_INVALID_OPERATION</td>
<td>Specified format is not supported by the hardware, or no texture is bound to the active texture unit, or some other error occurs during the call.</td>
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</tbody>
</table>

Example 1.
First, call glTexDirectVIV to get a pointer.
Second, copy the texture data to this memory address.
Then, call glTexDirectInvalidateVIV to apply the texture before drawing something with that texture.

```c
... 
glTexDirectVIV(GL_TEXTURE_2D, 512, 512, GL_VIV_YV12, &texels); 
... 
glTexDirectInvalidateVIV(GL_TEXTURE_2D); 
... 
glDrawArrays(...); 
... 
```

Example 2.
First, call glTexDirectVIVMap to map Logical and Physical address to the texture.
Second, modify Logical and Physical data.
Then, call glTexDirectInvalidateVIV to apply the texture before drawing something with that texture.

```c
... 
char *Logical = (char*) malloc (sizeof(char)*size); 
GLuint physical = ~0U; 
glTexDirectVIVMap(GL_TEXTURE_2D, 512, 512, GL_VIV_YV12, 
                (void**)&Logical, &physical); 
... 
glTexDirectInvalidateVIV(GL_TEXTURE_2D); 
... 
glDrawArrays(...); 
... 
```

Issues
None

3.5 Extension GL_VIV_texture_border_clamp

Name
VIV_texture_border_clamp

Name Strings

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Status
Implemented September 2012.

Version
Last modified: 27 September 2012
Vivante revision: 1

Number
Unassigned

Dependencies
This extension is implemented for use with OpenGL ES 1.1 and OpenGL ES 2.0.

This extension is based on OpenGL ARB Extension #13: GL_ARB_texture_border_clamp:
www.opengl.org/registry/specs/ARB/texture_border_clamp.txt. See also vendor extension GL_SGIS_texture_border_clamp:

Overview
This extension was adapted from the OpenGL extension for use with OpenGL ES implementations. The OpenGL ARB Extension 13 description applies here as well:

“The base OpenGL provides clamping such that the texture coordinates are limited to exactly the range [0,1]. When a texture coordinate is clamped using this algorithm, the texture sampling filter straddles the edge of the texture image, taking 1/2 its sample values from within the texture image, and the other 1/2 from the texture border. It is sometimes desirable for a texture to be clamped to the border color, rather than to an average of the border and edge colors.

This extension defines an additional texture clamping algorithm. CLAMP_TO_BORDER_[VIV] clamps texture coordinates at all mipmap levels such that NEAREST and LINEAR filters return only the color of the border texels.”

The color returned is derived only from border texels and cannot be configured.

Issues
None

New Tokens
Accepted by the <param> parameter of TexParameteri and TexParameterf, and by the <params> parameter of TexParameteriv and TexParameterfv, when their <pname> parameter is TEXTURE_WRAP_S, TEXTURE_WRAP_T, or TEXTURE_WRAP_R:

```
CLAMP_TO_BORDER_VIV 0x812D
```

Errors
None.

New State
Only the type information changes for these parameters.
See OES 2.0 Specification Section 3.7.4, page 75-76, Table 3.10, “Texture parameters and their values.”
Chapter 4 i.MX Framebuffer API

4.1 Overview

The graphics software includes i.MX Framebuffer (FB) API which enables users to easily create and port their graphics applications by using a framebuffer device without the need to expend additional effort handling platform-related tasks. i.MX Framebuffer API focuses on providing mechanisms for controlling display, window, and pixmap render surfaces.

The EGL Native Platform Graphics Interface provides mechanisms for creating rendering surfaces onto which client APIs can draw, creating graphics contexts for client APIs, and synchronizing drawing by client APIs as well as native platform rendering APIs. This enables seamless rendering using Khronos APIs such as OpenGL ES and OpenVG for high-performance, accelerated, mixed-mode 2D, and 3D rendering. For further information on EGL, see www.khronos.org/registry/egl. The API described in this document is compatible with EGL version 1.4 of the specification.

The following platforms are supported:

- Linux® OS/X11
- Android™ platform
- Windows® Embedded Compact OS
- QNX®

Note: i.MX 8 on Linux OS supports Direct Rendering Manager (DRM) where the Linux framebuffer support is limited, recommended to Graphics Buffer Manager (GBM).

4.2 API data types and environment variables

4.2.1 Data types

The GPU software provides platform independent member definitions for the following EGL types:

```c
typedef struct _FBDisplay * EGLNativeDisplayType;
typedef struct _FBWindow * EGLNativeWindowType;
typedef struct _FBPixmap * EGLNativePixmapType;
```

![Figure 2. Types as listed on EGL 1.4 API Quick Reference Card](from www.khronos.org/files/egl-1-4-quick-reference-card.pdf)
### 4.2.2 Environment variables

Table 15. i.MX FB API environment variables

<table>
<thead>
<tr>
<th>Environment Variables</th>
<th>Description</th>
</tr>
</thead>
</table>
| **FB_MULTI_BUFFER**   | To use multiple-buffer rendering, set the environment variable FB_MULTI_BUFFER to an unsigned integer value, which indicates the number of buffers required. The maximum is 8.  
**Recommended values:** 4.  
The FB_MULTI_BUFFER variable can be set to any positive integer value.  
- If set to 1, the multiple-buffer function is not enabled, and the VSYNC is also disabled, so there may be tearing on screen, but it is good for benchmark test.  
- If set to 2 or 3, VSYNC is enabled and there are double or triple frame buffer. Because of the hardware limitation of current IPU, there may be tearing on screen.  
- If set to 4 or more, VSYNC is enabled and no screen tearing appears.  
- If set to a value more than 8, the driver uses 8 as the buffer count. |
| **FB_FRAMEBUFFER_0, FB_FRAMEBUFFER_1, FB_FRAMEBUFFER_2, FB_FRAMEBUFFER_n** | To open a specified framebuffer device, set the environment variable FB_FRAMEBUFFER_n to a proper value (for example, FB_FRAMEBUFFER_0 = /dev/fb0).  
**Allowed values for n:** any positive integer.  
Note: If there are no environment variables set, the driver tries to use the default framebuffer devices (fb0 for index 0, fb1 for index 1, fb2 for index 2, fb3 for index 3, and so on). |
| **FB_IGNORE_DISPLAY_SIZE** | When set to a positive integer and a window’s initial size request is greater than the display size, the window size is not reduced to fit within the display. Global.  
**Allowed values:** any positive integer.  
Note: The drivers read the value from this environment variable as a Boolean to check if the user wants to ignore the display size when creating a window.  
- If the variable is set to value, 0, or this environment variable is not set, when creating window, the driver uses display size to cut down the size of the window to ensure that the entire window area is inside the display screen.  
- If the user sets this variable to 1, or any positive integer value, then the window area can be partly or entirely outside of the display screen area (see the image below in which the ignore display size is equal to 1). |

![Image](image_url)
GPU_VIV_DISABLE_CLEAR_FB | It turns off zero fill memory, so the content of FBDEV buffer is not cleared.
---|---
FB_LEGACY | If the board support drm-fb, the gpu will render though drm by default. If the user wants to render to framebuffer directly instead of through drm, sets this variable to 1.

Below are some usage syntax examples for environment variables:

To create a window with its size different from the display size, use the environment variable **FB_IGNORE_DISPLAY_SIZE**. Example usage syntax:

```bash
export FB_IGNORE_DISPLAY_SIZE=1
```

To let the driver use multiple buffers to do swap work, use the environment variable **FB_MULTI_BUFFER**. Example usage syntax:

```bash
export FB_MULTI_BUFFER=2
```

To specify the display device, use the environment variable **FB_FRAMEBUFFER_n**, where n = any positive integer. Example usage syntax:

```bash
export FB_FRAMEBUFFER_0=/dev/fb0
export FB_FRAMEBUFFER_1=/dev/fb1
export FB_FRAMEBUFFER_2=/dev/fb2
export FB_FRAMEBUFFER_3=/dev/fb3
```

### 4.3 API description and syntax

**fbGetDisplay**

**Description:**
This function is used to get the default display of the framebuffer device.

To open the framebuffer device, set an environment variable **FB_FRAMEBUFFER_n** to the framebuffer location.

**Syntax:**

```c
EGLNativeDisplayType fbGetDisplay (void * context);
```

**Parameters:**
- context Pointer to the native display instance.

**Return Values:**
The function returns a pointer to the EGL native display instance if successful; otherwise, it returns a NULL pointer.

**fbGetDisplayByIndex**

**Description:**
This function is used to get a specified display within a multiple framebuffer environment by providing an index number.

To use multiple buffers when rendering, set the environment variable `FB_MULTI_BUFFER` to an unsigned integer value, which indicates the number of buffers. Maximum is 3.

To open a specific Framebuffer device, set environment variables to their proper values (e.g., set `FB_FRAMEBUFFER_0 = /dev/fb0`). If there are no environment variables set, the driver tries to use the default fb devices (fb0 for index 0, fb1 for index 1, fb2 for index 2, fb3 for index 3, and so on).

Syntax:

```
EGLNativeDisplayType
fbGetDisplayByIndex (int           DisplayIndex);
```

Parameters:

- **DisplayIndex**: An integer value where the integer is associated with one of the following environment variables for framebuffer devices:
  - `FB_FRAMEBUFFER_0`
  - `FB_FRAMEBUFFER_1`
  - `FB_FRAMEBUFFER_2`
  - `FB_FRAMEBUFFER_n`

Return Value:
The function returns a pointer to the EGL native display instance if successful; otherwise, it returns a NULL pointer.

**fbGetDisplayGeometry**

Description:
This function is used to get display width and height information.

Syntax:

```
void
fbGetDisplayGeometry (EGLNativeDisplayType   Display,
                               int *                  Width,
                               int *                  Height);
```

Parameters:

- **Display**: [in] Pointer to EGL native display instance created by `fbGetDisplay`.
- **Width**: [out] Pointer that receives the width of the display.
- **Height**: [out] Pointer that receives the height of the display.

**fbGetDisplayInfo**

Description:
This function is used to get display information.

Syntax:

```
void
```
fbGetDisplayInfo(
    EGLNativeDisplayType Display,
    int * Width,
    int * Height,
    unsigned long * Physical,
    int * Stride,
    int * BitsPerPixel
);

Parameters:
Display [in] A pointer to the EGL native display instance created by fbGetDisplay.
Width [out] A pointer to the location that contains the width of the display.
Height [out] A pointer to the location that contains the height of the display.
Physical [out] A pointer to the location that contains the physical start address of the display.
Stride [out] A pointer to the location that contains the stride of the display.
BitsPerPixel [out] A pointer to the location that contains the pixel depth of the display.

fbDestroyDisplay

Description:
This function is used to destroy a display.

Syntax:
void
fbDestroyDisplay (EGLNativeDisplayType Display);

Parameters:
Display [in] Pointer to EGL native display instance created by fbGetDisplay.

fbCreateWindow

Description:
This function is used to create a window for the framebuffer platform with the specified position and size. If width/height is 0, it uses the display width/height as its value.

Note: When either window X + width or the Y + height is larger than the display’s width or height respectively, the API reduces the window size to force the whole window inside the display screen limits. To avoid reducing the window size in this scenario, users can set a value of “1” to the environment variable FB_IGNORE_DISPLAY_SIZE.

Syntax:
EGLNativeWindowType
fbCreateWindow (EGLNativeDisplayType Display,
    int X,
    int Y,
    int Width,
    int Height
);
Parameters:
Display [in] Pointer to EGL native display instance created by fbGetDisplay.
X [in] Specifies the initial horizontal position of the window.
Y [in] Specifies the initial vertical position of the window.
Width [in] Specifies the width of the window.
Height [in] Specifies the height of the window in device units.

Return Value:
The function returns a pointer to the EGL native window instance if successful; otherwise, it returns a NULL pointer.

fbGetWindowGeometry

Description:
This function is used to get window position and size information.

Syntax:

```c
void fbGetWindowGeometry (EGLNativeWindowType Window, int * X, int * Y, int * Width, int * Height);
```

Parameters:
Window [in] Pointer to EGL native window instance created by fbCreateWindow.
X [out] Pointer that receives the horizontal position value of the window.
Y [out] Pointer that receives the vertical position value of the window.
Width [out] Pointer that receives the width value of the window.
Height [out] Pointer that receives the height value of the window.

fbGetWindowInfo

Description:
This function is used to get window position and size and address information.

Syntax:

```c
void fbGetWindowInfo (EGLNativeWindowType Window, int * X, int * Y, int * Width, int * Height, int * BitsPerPixel, unsigned int * Offset);
```

Parameters:
Window  [in] A pointer to the EGL native window instance created by fbCreateWindow.
X  [out] A pointer to the location that contains the horizontal position value of the window.
Y  [out] A pointer to the location that contains the vertical position value of the window.
Width  [out] A pointer to the location that contains the width of the window.
Height  [out] A pointer to the location that contains the height of the window.
BitsPerPixel  [out] A pointer to the location that contains the pixel depth of the window.
Offset  [out] A pointer to the location that contains the offset of the window.

**fbDestroyWindow**

Description:
This function is used to destroy a window.

Syntax:
```c
void
fbDestroyWindow (  
    EGLNativeWindowType    Window
);
```

Parameters:
- **Window**  [in] Pointer to EGL native window instance created by fbCreateWindow.

**fbCreatePixmap**

Description:
This function is used to create a pixmap of a specific size on the specified framebuffer device. If either the width or height is 0, the function fails to create a pixmap and return NULL.

Syntax:
```c
EGLNativePixmapType
fbCreatePixmap (  
    EGLNativeDisplayType    Display,
    int                     Width,
    int                     Height
);
```

Parameters:
- **Display**  [in] Pointer to the EGL native display instance created by fbGetDisplay.
- **Width**  [in] Specifies the width of the pixmap.
- **Height**  [in] Specifies the height of the pixmap.

Return Value:
The function returns a pointer to the EGL native pixmap instance if successful; otherwise, it returns a NULL pointer.

**fbCreatePixmapWithBpp**

Description:
This function is used to create a pixmap of a specific size and bit depth on the specified framebuffer device. If either the width or height is 0, the function fails to create a pixmap and return NULL.

Syntax:

```c
EGLNativePixmapType
fbCreatePixmapWithBpp (EGLNativeDisplayType Display, int Width, int Height, int BitsPerPixel);
```

Parameters:

- **Display** [in] A pointer to the EGL native display instance created by `fbGetDisplay`.
- **Width** [in] Specifies the width of the pixmap.
- **Height** [in] Specifies the height of the pixmap.
- **BitsPerPixel** [in] Specifies the bit depth of the pixmap.

Return Value:

The function returns a pointer to the EGL native pixmap instance if successful; otherwise, it returns a NULL pointer.

**fbGetPixmapGeometry**

Description:

This function is used to get pixmap size information.

Syntax:

```c
void
fbGetPixmapGeometry (EGLNativePixmapType Pixmap, int * Width, int * Height);
```

Parameters:

- **Pixmap** [in] Pointer to the EGL native pixmap instance created by `fbCreatePixmap`.
- **Width** [out] Pointer that receives a width value for pixmap.
- **Height** [out] Pointer that receives a height value for pixmap.

**fbGetPixmapInfo**

Description:

This function is used to get pixmap size and depth information.

Syntax:

```c
void
fbGetPixmapInfo (EGLNativePixmapType Pixmap, int * Width, int * Height, int * BitsPerPixel, int * Stride, void ** Bits);
```
Parameters:
Pixmap [in] A pointer to the EGL native pixmap instance created by fbCreatePixmap.
Width [out] A pointer to the location that contains a width value for pixmap.
Height [out] A pointer to the location that contains a height value for pixmap.
BitsPerPixel [out] A pointer to the location that contains the pixel depth of the pixmap.
Stride [out] A pointer to the location that contains the stride of the pixmap.
Bits [out] A pointer to the location that contains the bit address of the pixmap.

fbDestroyPixmap

Description:
This function is used to destroy a pixmap.

Syntax:
void
fbDestroyPixmap (    EGLNativePixmapType    Pixmap
);

Parameters:
Pixmap [in] Pointer to the EGL native pixmap instance created by fbCreatePixmap.
Chapter 5  OpenCL

5.1  Overview

5.1.1  General description

Open Computing Language (OpenCL) is an open industry standard application programming interface (API) used to program multiple devices including GPUs, CPUs, as well as other devices organized as part of a single computational platform. The OpenCL standard targets a wide range of devices from mobile phones, tablets, PCs, and consumer electronic (CE) devices, all the way embedded applications such as automotive and image processing functions. The API takes advantage of all resources in a platform to fully utilize all compute capability and to efficiently process the growing complexity of incoming data streams from multiple I/O (input/output) sources. I/O streams can be camera inputs, images, scientific or mathematical data, and any other form of complex data that can make use of data or task parallelism.

OpenCL uses parallel execution SIMD (single instruction, multiple data) engines found in GPUs to enhance data computational density by performing massively parallel data processing on multiple data items, across multiple compute engines. Each compute unit has its own arithmetic logic units (ALUs), including pipelined floating point (FP), integer (INT) units and a special function unit (SFU) that can perform computations as well as transcendental operations. The parallel computations and associated series of operations are called a kernel, and the GPU cores can execute a kernel on thousands of work-items in parallel at any given time.

At a high level, OpenCL provides both a programming language and a framework to enable parallel programming. OpenCL includes APIs, libraries and a runtime system to assist and support software development. With OpenCL, it is possible to write general purpose programs that can execute directly on GPUs, without needing to know graphics architecture details or using 3D graphics APIs like OpenGL or DirectX. OpenCL also provides a low-level Hardware Abstraction Layer (HAL) as well as a framework that exposes many details of the underlying hardware layer and thus allows the programmer to take full advantage of the hardware.

For more details on all the capabilities of OpenCL, see the following specifications from the Khronos Group:

* OpenCL 1.2 Specification
  www.khronos.org/registry/cl/specs/opencl-1.2.pdf

* OpenCL 1.2 C++ Bindings Specification
  www.khronos.org/registry/cl/specs/opencl-cplusplus-1.2.pdf

5.1.2  OpenCL framework

The OpenCL framework has two principal parts, similar to OpenGL, the host C API and the device C-based language runtime. The host in OpenCL terminology corresponds to the client in OpenGL and the device corresponds to the server. Device programs are called kernels. Execution of an OpenCL program is preceded by a series of API calls that configure the system and GPGPU for execution.

OpenCL abstracts today’s heterogeneous architectures using a hierarchical platform model. A host coordinates the execution and data transfers on, to and from one or several compute devices. Compute devices are comprised of compute units and each such unit contains an array of processing elements.

5.1.2.1  OpenCL execution model: kernels and work elements

The OpenCL execution model is defined by how the kernels are executed. When a kernel is submitted for execution by the host, an index space is defined. An instance of the kernel executes for each point in this index space. This kernel instance is called a work-item. Work-items are identified by their position in the index space
that provides the global ID for the work-item. Each work-item executes the same code but the specific pathway through the code and the data operated upon varies by work-item.

Work-items are organized into work-groups. Work-groups provide a broader decomposition of the index space. Work-groups are each assigned a unique work-group ID with the same dimensionality as the index space used for the work-items. Work-items are assigned a unique local ID within a work-group so that a single work-item can be uniquely identified by its global ID or by a combination of its local ID and work-group ID. The work-items in a given work-group execute concurrently on the same compute device.

The index space supported in OpenCL is called an NDRange. An NDRange is an N-dimensional index space, where \( N \) is one (1), two (2) or three (3). An NDRange is defined by an integer array of length \( N \) specifying the extent of the index space in each dimension starting at an offset index \( F \) (zero by default). Each work-item’s global ID and local ID are \( N \)-dimensional tuples. The global ID components are values in the range from \( F \), to \( F \) plus the number of elements in that dimension minus one.

Work-groups are assigned IDs using a similar approach to that used for work-item global IDs. An array of length \( N \) defines the number of work-groups in each dimension. Work-items are assigned to a work-group and given a local ID with components in the range from zero to the size of the work-group in that dimension minus one. Hence, the combination of a work-group ID and the local ID within a work-group uniquely defines a work-item. Each work-item is identifiable in two ways; in terms of a global index, unique through the whole kernel index space, and in terms of a local index, unique within a work group.

### 5.1.2.2 OpenCL command queues

OpenCL provides both task and data parallelism. Data movements are coordinated via command queues which provide a general means of specifying inter-task relationships and task execution orders that obey the dependencies in the computation. OpenCL may execute several tasks in parallel, if they are not order dependent. Tasks are composed of data-parallel kernels which, similarly to shaders, apply a single function to a range of elements in parallel. Only restricted synchronization and communication is allowed during kernel execution.

OpenCL kernels execute over a 1, 2 or 3 dimensional index space. All work-items execute the same program (kernel) but their execution may diverge, with branching dependent on the data or their index. For details regarding how many work groups are allowed within an index space see “Using clEnqueueNDRangeKernel”.

A kernel or a memory operation is first enqueued onto a command queue. Kernels are executed asynchronously and the host application execution may proceed right after the enqueue operation. The application may opt to wait for an operation to complete and an operation (kernel or memory) may be marked with a list of events that must occur before it executes.

Events are kernel completion and memory operations. OpenCL traverses the dependence graph between the kernels and memory transfers in a queue and ensures the correct execution order. Multiple command queues may be constructed, further enhancing parallelism control across platforms and multiple compute devices.

- **Command-queue barriers** are used to control the commands within the command queue. The command-queue barrier indicates which commands must be finished before proceeding. This allows for out-of-order command processing. The command queue barrier ensures that all previously enqueued commands finish execution before any following commands begin execution.
The work-group barrier built-in function provides control of the work-item flow within work-groups. All work-items must execute the barrier construct before any can continue execution beyond the barrier.

5.1.2.3 OpenCL memory model

The OpenCL memory model is divided into four different types of memory domains. These are:

- **Global Memory.** Each compute device has global memory space which can reside off-chip in system memory (DRAM) or inside the chip at the L1 or temporary register level. Global memory is accessible to all work-items executing in a context, as well as to the host (read, write, and map commands).

- **Constant Memory** is also global memory, but it is read-only. Constant memory can be placed in any level of memory that the application programmer decides, making it an implementation dependent decision. This is the region for host-allocated and host-initialized objects that are not changed during kernel execution.

- **Local Memory.** Each compute unit has local memory which resides very near the processing elements. Access to local memory is very fast and the size of local memory is much smaller than global memory, making it a scarce resource that needs to be controlled for optimal communication of work-items inside a work-group. Local memory is specific to a work-group, and is accessible only by work-items belonging to that work group.

- **Private Memory.** Each processing element has another level of memory called private memory, which is only accessible to a single work-item. Private memory is specific to a work-item and is not visible to other work-items.

During run-time, each processing element is assigned a set of on-chip registers that are used for data storage of intermediate data. Data that cannot be stored in registers spills over to global memory which can be very costly in terms of performance and constant data movement to/from temporary registers. Software may emulate local and private memory using global memory. System Memory is often loaded to L1 cache, Temporary or Local Storage.
 Registers and the GPGPU reads from those locations. At every level of the application program, the programmer must be aware of the size and hierarchy of storage elements.

Table 16. Vivante memory structures mapped to Khronos OpenCL memory types

<table>
<thead>
<tr>
<th>Khronos OpenCL Memory Model Name</th>
<th>Vivante GPGPU OpenCL Memory Structures Utilized</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Private Memory</td>
<td>Registers, System Memory</td>
<td>Accessible only to an individual work-item; not visible to any other work-items</td>
</tr>
<tr>
<td>Local Memory</td>
<td>Local Storage Registers, System Memory</td>
<td>Accessible to all work-items within a specific work-group; accessible only by work-items belonging to that work-group</td>
</tr>
<tr>
<td>Global Memory</td>
<td>System Memory</td>
<td>Accessible to all-work-items executing in a context, as well as to the host (read, write, and map commands).</td>
</tr>
<tr>
<td>Constant Memory</td>
<td>Constant Registers, System Memory</td>
<td>Read only global memory region for host-allocated and initialized objects that are not changed during kernel execution</td>
</tr>
<tr>
<td>Host (CPU) Memory</td>
<td>Host Memory</td>
<td>Region for a kernel application’s program data and structures</td>
</tr>
</tbody>
</table>

The OpenCL concurrent-read / concurrent-write (CRCW) memory model has so-called relaxed consistency which means that different work-items may see a different view of global memory as the computation proceeds. Within individual work-items reads and writes to all memory spaces are ordered. Synchronization between work-items in a work-group is necessary to ensure consistency. No mechanism for synchronization between work-groups is provided. Such a model assures parallel scalability by requiring explicit synchronization and communication.

For the highest throughput and computational speed, kernels should use high-speed on-chip memories and registers as much as possible. Instruction control flow and memory operations, including data gathering / scattering and direct memory access (DMA) should be automatically reorganized / re-ordered depending on data dependencies detected by the optimized compiler. The Vivante OpenCL compiler automatically maps dependencies and re-orders instructions for the best performance.

5.1.2.4 Host to GPGPU compute device data transfers

The application running on the host uses the OpenCL API to create memory objects in global memory, and to enqueue memory commands that operate on these memory objects. The host and OpenCL device memory models are, for the most part, independent of each other. This is by necessity as the host is defined outside of OpenCL. They do, however, at times need to interact. This interaction occurs in one of two ways: by explicitly copying data from the host to the GPU compute device memory, or implicitly, by mapping and unmapping regions of a memory object.

- **Explicit** using `clEnqueueReadBuffer` and `clEnqueueWriteBuffer` (clEnqueueReadImage, clEnqueueWriteImage.)

To copy data explicitly, the host enqueues commands to transfer data between the memory object and host memory. These memory transfer commands may be blocking or non-blocking. The OpenCL function call for a blocking memory transfer returns once the associated memory resources on the host can be safely reused. For a non-blocking memory transfer, the OpenCL function call returns as soon as the command is enqueued regardless of whether host memory is safe to use.

- **Implicit** using `clEnqueueMapBuffer` and `clEnqueueUnmapMemObject`.

i.MX Graphics User’s Guide, Rev. 5, 04/2020
The mapping/unmapping method of interaction between the host and OpenCL memory objects allows the host to map a region from the memory object into its address space. The memory map command may be blocking or non-blocking. Once a region from the memory object has been mapped, the host can read or write to this region. The host unmaps the region when accesses (reads and/or writes) to this mapped region by the host are complete.

The OpenCL specification does not explicitly state where each memory space will be mapped to on individual implementations. This provides great freedom for vendors on the one hand and some uncertainty for programmers on the other. Fortunately, kernels may be compiled just-in-time and possible differences may be tackled during run-time.

When using these interfaces, it is important to consider the amount of copying involved to/from system memory and the various levels within the compute device(s). There is a two-copy process: between host and AXI (or SoC internal bus), and between AXI (or SoC internal bus) and the Vivante GPGPU compute device. Double copying lowers overall system memory bandwidth and lowers performance. Because of variations in system architecture (both internal and external/memory), there is sometimes a large performance delta between the system or calculated GFLOPS and the kernel or GPGPU GFLOPS. GPGPU GFLOPS are based on the theoretical computational capability of the ALUs within the GPGPU, assuming the system architecture can deliver full data to the GPGPU. OpenCL APIs for buffers and images aid in avoiding double copy by allowing the mapping of host memory to device memory. With proper memory transfer management and the use of host/CPU memory remapped to the GPGPU memory space, copying between host memory and GPGPU memory can be skipped so data transfer becomes a one-copy process. The trade-off is that the programmer needs to be mindful of page boundaries and memory alignment issues.

5.1.3 OpenCL profiles
In addition to Full Profile, the OpenCL specification also includes an Embedded Profile, which relaxes the OpenCL compliance requirements for mobile and embedded devices. The main commons and differences between OpenCL 1.1/1.2 EP (Embedded Profile) and FP (Full Profile) come down to:

Commons:
- Both EP and FP significantly offload the CPU of parallel, multi-threaded tasks.
- For both EP and FP double precision and half-precision floating point are optional.

Difference:
- Full Profile is for highly complex, accurate, and real time computations, while Embedded Profile is a small subset targeting smaller devices (handheld, mobile, embedded) that perform GPGPU/OpenCL processing with relaxed data type and precision requirements (image processing, augmented reality, gesture recognition, and more).
- 64-bit integers are required for FP and optional for EP.
- EP requires either RTZ or RTE. FP requires both.
- Computational precision (units in the last place; i.e., ULP) requirements in EP are relaxed.
- Atomic instruction support is not required in EP.
- 3D Image support is not required in EP.
- Minimum requirements for constant buffer size, object allocation size, constant argument counts and local memory sizes are scaled down in EP.
- And more (in general EP is a scaled down version of FP).
- Die size and power increase with FP because of the higher requirements, features and memory sizes.
5.1.4 Vivante OpenCL embedded compatible IP

As of the date of this document, select Vivante GPGPU cores are compatible with OpenCL Embedded Profile version 1.1. Hardware capability deltas include:

<table>
<thead>
<tr>
<th>Feature</th>
<th>GC2000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hardware and revision</td>
<td>5.1.0.rc8a</td>
</tr>
<tr>
<td>Compute Devices (GPGPU cores)</td>
<td>1</td>
</tr>
<tr>
<td>Compute Units per device (Shader cores)</td>
<td>4</td>
</tr>
<tr>
<td>Processing Elements per compute unit</td>
<td>4</td>
</tr>
<tr>
<td>Profile</td>
<td>Embedded</td>
</tr>
<tr>
<td>Preferred work-group/thread group size</td>
<td>16</td>
</tr>
<tr>
<td>Max count global work-items each dim</td>
<td>64K</td>
</tr>
<tr>
<td>Max count of work-items each dim per work-group</td>
<td>1K</td>
</tr>
<tr>
<td>Local Storage Registers On-chip</td>
<td>64</td>
</tr>
<tr>
<td>Instruction Memory</td>
<td>512</td>
</tr>
<tr>
<td>Texture Samplers</td>
<td>8 PS + 4 VS</td>
</tr>
<tr>
<td>Texture Samplers available to OCL (HW, unlimited via SW)</td>
<td>4</td>
</tr>
<tr>
<td>L1 Cache Size</td>
<td>4 KB</td>
</tr>
<tr>
<td>L1 Cache Banks</td>
<td>1</td>
</tr>
<tr>
<td>L1 Cache Sets/Bank</td>
<td>4</td>
</tr>
<tr>
<td>L1 Cache Ways/Set</td>
<td>16</td>
</tr>
<tr>
<td>L1 Cache Line Size</td>
<td>64B</td>
</tr>
<tr>
<td>L1 Cache MC ports</td>
<td>1</td>
</tr>
</tbody>
</table>

5.1.5 Vivante OpenCL full profile hardware model

As of the date of this document, select Vivante GPGPU cores are compatible with OpenCL Full Profile version 1.2. Hardware capability deltas are subject to change and includes:

<table>
<thead>
<tr>
<th>Hardware and revision</th>
<th>GC2000</th>
<th>GC7000XS VX</th>
<th>GC7000L</th>
<th>GC7000UL</th>
</tr>
</thead>
<tbody>
<tr>
<td>i.MX SOC</td>
<td>i.MX 6QuadPlus,</td>
<td>i.MX 8</td>
<td>i.MX 8M Quad,</td>
<td>i.MX 8M Nano</td>
</tr>
<tr>
<td></td>
<td>i.MX 6DualPlus</td>
<td>QuadMax</td>
<td>i.MX 8QuadXPlus</td>
<td>i.MX 8M Plus</td>
</tr>
<tr>
<td>Compute Devices</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>(GPGPU cores)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Compute Units per</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>device (for sub-device)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Processing Elements</td>
<td>16</td>
<td>32</td>
<td>16</td>
<td>8</td>
</tr>
<tr>
<td>per device</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Profile</td>
<td>Full-Lite*</td>
<td>Full</td>
<td>Full</td>
<td>Full</td>
</tr>
<tr>
<td>Preferred work-group</td>
<td>16</td>
<td>32</td>
<td>16</td>
<td>8</td>
</tr>
<tr>
<td>/ thread group size</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Max count global</td>
<td>4 G/64 K</td>
<td>4 G/64 K</td>
<td>4G</td>
<td>4G</td>
</tr>
<tr>
<td>work-items</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>each dim</td>
<td>1 K</td>
<td>1 K</td>
<td>1K</td>
<td>1K</td>
</tr>
<tr>
<td>-----------</td>
<td>-------</td>
<td>-------</td>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td>(if 3D only 1 dim can be up to 4G, the others 64K)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Max count of work-items each dim per work-group</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Local Storage Registers On-chip</td>
<td>2048 (32 K)</td>
<td>16 (KB)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Instruction Memory</td>
<td>512/1 M</td>
<td>8K</td>
<td>8K</td>
<td>8K</td>
</tr>
<tr>
<td>Texture Samplers</td>
<td>32 undefined</td>
<td>32 undefined</td>
<td>32</td>
<td>32</td>
</tr>
<tr>
<td>Texture Samplers available to OCL</td>
<td>32</td>
<td>32</td>
<td>32</td>
<td>32</td>
</tr>
<tr>
<td>L1 Cache Size</td>
<td>4 KB</td>
<td>64 KB</td>
<td>16KB</td>
<td>8 KB</td>
</tr>
<tr>
<td>L1 Cache Banks</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>L1 Cache Sets/Bank</td>
<td>2</td>
<td>8</td>
<td>N/A</td>
<td>8</td>
</tr>
<tr>
<td>L1 Cache Ways/Set</td>
<td>16</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>L1 Cache Line Size</td>
<td>64 B</td>
<td>64 B</td>
<td>64 B</td>
<td>64 B</td>
</tr>
<tr>
<td>L1 Cache MC ports per GPGPU core</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

5.2 Vivante OpenCL implementation

5.2.1 OpenCL pipeline

![Figure 4. Vivante OpenCL data pipeline for an OpenCL compute device](image-url)
5.2.2 Front end

The front end passes the instructions and constant data as State Loads to the OpenCL Compute Unit (Shader) block. State Loads program instructions and constant data and work groups initiate execution on the instructions and the constants loaded.

5.2.3 OpenCL compute unit

All OpenCL executions occur in this block and all work-groups in a compute unit should belong to the same kernel. Threads from a work-group are grouped into internal “Thread-groups”. All the threads in a thread-group execute in parallel. Barrier instruction is supported to enforce synchronization within a work-group.

The compute unit contains Local Memory and the L1 Cache and is where the Load/Store instruction to access global memory originates. The compute unit can accommodate multiple work-groups (based on the temporary register and local memory usage) simultaneously.
5.2.4 Memory hierarchy

![OpenCL memory hierarchy diagram]

Figure 6. OpenCL memory hierarchy

5.2.5 CL Extension support

5.2.5.1 CL_DEVICE_EXTENSION support

The following table provides a list of CL_DEVICE_EXTENSIONs referenced in the OpenCL 1.2 specification (pp. 46-47). The support level for these device specific extensions is also indicated.

(list from OpenCL 1.2 Specification [https://www.khronos.org/registry/OpenCL/specs/opencl-1.2.pdf](https://www.khronos.org/registry/OpenCL/specs/opencl-1.2.pdf) (version 1.2, document revision 19, revision date 11/14/12)

<table>
<thead>
<tr>
<th>CL_DEVICE_EXTENSIONS</th>
<th>SW 6.2.x/6.4.x</th>
</tr>
</thead>
<tbody>
<tr>
<td>cl_khr_byte_addressable_store</td>
<td>YES</td>
</tr>
<tr>
<td>cl_khr_global_int32_base_atomics</td>
<td>CORE</td>
</tr>
<tr>
<td>cl_khr_global_int32_extended_atomics</td>
<td>CORE</td>
</tr>
<tr>
<td>cl_khr_local_int32_base_atomics</td>
<td>CORE</td>
</tr>
<tr>
<td>cl_khr_local_int32_extended_atomics</td>
<td>CORE</td>
</tr>
</tbody>
</table>
5.2.5.2 Vivante OpenCL extension support

The following table provides a list of all current OpenCL Extensions and indicates their support level in Vivante software.

<table>
<thead>
<tr>
<th>OpenCL Extension Number, Name and hyperlink</th>
<th>SW 6.2.x</th>
</tr>
</thead>
<tbody>
<tr>
<td>cl_khr_gl_sharing</td>
<td>YES</td>
</tr>
<tr>
<td>cl_khr_icd</td>
<td>YES</td>
</tr>
<tr>
<td>VIV_bitfield_extension</td>
<td>YES (from 6.2.2, revised in 6.2.3)</td>
</tr>
<tr>
<td>VIV_cmplx_extension</td>
<td>YES (from 6.2.3)</td>
</tr>
<tr>
<td>VIV_uncached_host_mem</td>
<td>YES (from 6.2.2)</td>
</tr>
<tr>
<td>VIV_vx_extension</td>
<td>YES, for VX/VIP hw (from 6.2.2)</td>
</tr>
</tbody>
</table>

5.3 Optimization for OpenCL embedded profile

OpenCL EP (Embedded Profile) is basically a scaled down version of OpenCL FP (Full Profile) and thus may require extra optimization. The guidelines below help with the optimization of Vivante OpenCL Embedded Profile GPGPU cores.

When optimizing code on Vivante hardware, it is important to remember a few key points to get the best performance from the hardware:

- Take advantage of algorithm and data parallelism
- Choose the correct execution configuration (more details below)
- Overlap memory transfer from different levels of the OpenCL memory hierarchy with simultaneous thread execution

i.MX Graphics User’s Guide, Rev. 5, 04/2020
• Maximize memory bandwidth and minimize data transfers (large transfers are more beneficial than many smaller transfers because of the impact of latency)
• Maximize instruction throughput and minimize instruction count

5.3.1 Using preferred multiple of work-group size
The work-group size should be a multiple of the thread group size, otherwise some threads remain idle and the application does not fully utilize all the compute resources. For example, if the work-group size is 8 and the Vivante core supports 16, only half the compute resources are used. For example, in some early Vivante GPGPU revisions, the work-group size limit is 192 and the thread group size is 16. See the Overview section on OpenCL Compatible IP for IP-specific capabilities.

5.3.2 Using multiple work-groups of reduced size
Multiple work groups need to be set to reduce synchronization penalties. To prevent stalls at barriers, it is recommended to have at least four (4) work-groups to keep the cores busy or as long as the number of work-groups is greater than or equal to two (2). One work-group is very inefficient; four or more is preferred and helps avoid latency.

5.3.3 Packing work-item data
It is important to pack data to extract the optimal performance from the SIMD ALU hardware and align the data into a format supported by the hardware. Efficient use of the Vivante GPGPU core requires that the kernel contains enough parallelism to fill all four vector units. Work-items in the same thread group have the same program counter and execute the same instruction for each cycle. Whenever possible, pack together work-items that follow the same direction (e.g., on branches) since the granularity is very close and there may be less divergence and higher performance. If each work-item handles less than or equal to 8 bytes, it is better to combine two or more work-items into one to improve utilization of the SIMD ALU.

5.3.4 Improving locality
If the input data is an array-of- structs, and each work-item needs to access only a small part of the struct across many array elements at different stages, it may be better to convert and use a struct-of-arrays or several different arrays as input to improve data locality and avoid cache thrashing. If each work-item needs to process a row of data without sharing any data with other work-items, it is better to check if the algorithm can be converted to make each work-item process a column of data so that data accessed by adjacent work-items can share the same cache lines.

5.3.5 Minimizing use of 1 KB local memory
The OpenCL Embedded Profile specification defines the minimum requirement for local memory to be 1KB to pass conformance testing. Based on algorithm analysis and profiling different image and computer vision algorithms, we found that a 1KB local memory size was too small to benefit those algorithms. In most instances, those algorithms actually slowed down when using 1KB local memory. To increase performance, we recommend not using local memory since it is more efficient to transfer larger chunks of data from system memory to keep the OpenCL pipeline full.
Note: If local memory type is CL_GLOBAL, the local memory is emulated using global memory, and the performance is the same as global memory. There is extra overhead on data copy from global to local, which slows down the performance.
5.3.6 Using 16 byte memory Read/Write size

When accessing memory, it is important to minimize the read/write count and to ensure L1 cache utilization is high to reduce outstanding read/write requests. Since the internal GPGPU read-write-request queue has a limit, if the queue and L1 cache are filled, then the GPGPU remains idle.

5.3.7 Using _RTZ rounding mode

Wherever possible, use _RTZ (round to zero) since it is natively supported in hardware with one instruction. Support for _RTE (round to nearest even) is optional in OpenCL EP and is only supported in Vivante GPGPU EP hardware from 2013. This function is handled in software for EP cores if necessary.

5.3.8 Using float4 for better performance on i.MX 8MQuad and i.MX 8QuadXPlus

Since both the i.MX 8MQuad and i.MX 8QuadXPlus boards have new RTL 6214, the CL kernel compiler generates GPU instructions using more registers on RTL6214. Float4 is recommended for real applications for better performance.

5.3.9 Using native functions

5.3.9.1 Using native_function() for increased performance

There are two types of runtime math libraries available to developers. Native_function() and regular function().

- Function(): slower, computationally expensive, higher instruction count, and greater accuracy
- Native_function(): faster, computationally inexpensive, lower instruction count (sometimes reduced to one instruction), and lower accuracy.

If accuracy is not important but speed/performance is, use native math functions that map directly to the Vivante GPGPU hardware. For image processing computations that do not require high accuracy, use native instructions to significantly lower the instruction count and speed up performance. Based on actual analysis and performance profiling with the Vivante GPGPU, we found that using native_function() instructions such as sin, cos, etc., reduces the instruction count from many instructions to one or two instructions. Use of native functions also sped performance by 3x-10x.

5.3.9.2 Using native_divide and native_reciprocal for faster floating point calculations

There are two use cases for floating point division which a user can select:

- Normal use of the division operator (/) in OpenCL has high precision and covers all corner use cases. This operator generates more instructions and runs slower.
- Native Divide: this use case uses the built-in function native_divide or native_reciprocal, which uses what the hardware supports. The Vivante OpenCL compiler generates one or two instructions for each native_divide or native_reciprocal instruction. If there are no corner use cases in applications, such as NaN, INF, or (2^127) / (2^127), it is better to use native_divide since it is faster.

5.3.9.3 Using compile option for native functions

Both the function() and native_function() methods are supported in the Vivante GPGPUs, so it is up to the developer to use whichever method makes sense for their application. If the OpenCL program uses the standard division operator and a developer wants to use native_divide or native_reciprocal without modifying their program, the Vivante OpenCL compiler has a simple option “-cl-fast-relaxed-math” that uses native built-in functions during compilation.

5.3.10 Using buffers instead of images

For the following image functions, it is better to use buffers instead of images.
• `read_image(f/i/u/h)`
• `write_image(f/i/u/h)`

Write_image* functions are implemented by software; it is better to use buffers to reduce the additional overhead involved in checking for size, format, etc. Since a few formats are not supported by Vivante GPGPU hardware, some built-in read_image() functions are implemented in software. The software implementation uses more instructions with many steps of “condition” checking. To improve performance, we recommend using buffers since it reduces instruction count.

### 5.4 OpenCL Debug messages

When writing OpenCL applications, it is important to check the code returned by the API. Since the return codes specified in the OpenCL specification may not be descriptive enough to isolate where the problem is located, the Vivante OpenCL driver provides an environment variable, VIV_DEBUG, to help debug problems. When VIV_DEBUG is set to -MSG_LEVEL:ERROR, the Vivante OpenCL driver prints onscreen error messages and returns the error code to the caller.

The following error code descriptions and suggested workarounds are provided.

#### 5.4.1 OCL-007005: (clCreateKernel) cannot link kernel

One of the following “Not Enough” messages usually precedes this message. Issuer indicates the real reason for the problem which may be:

- Not Enough Register Memory (constant or temp)
- Not Enough Instruction Memory

#### 5.4.2 Not enough register memory

Local variables, including arrays, are implemented using temp registers. If an array is larger than the number of available temp registers, a link-time failure occurs.

**WORKAROUNDS:**
1. If the array size is more than 64, use an array address to force the compiler to use private memory instead of temp registers.
2. If there are many variables, use variable addresses to force the compiler to use private memory to reduce register usage.

Note that there is performance degradation when using private memory instead of registers. It is better to change the algorithm to use a smaller array or less variables.

#### 5.4.3 Not enough instruction memory

**WORKAROUNDS:**
1. Replace sin/cos/tan/divide/powr/exp/exp2/exp10/log/log2/log10/sqrt/rsqrt/recip with native_sin/native_divide, etc.
2. Convert unrolled-loops back to loops.
3. Use buffer instead of image for write, and for reads which are not linear-filtered.
4. If the program is too long, it should be split into two or more programs with intermediate data saved from one program to next.

#### 5.4.4 GlobalWorkSize over hardware limit

**WORKAROUND:**
1. Split one clEnqueueNDRangeKernel into several instances. Change the kernel source to compute real global/local/group ID using offset as a parameter.
2. Convert one dimension to two dimensions, or two dimensions to three. For example, one dimension of 1M work-items can be converted to a GlobalWorkSize of 64K x16 work-items. The kernel function needs modification to reflect the change of dimension.
5.5 Zero copy

A buffer object can be created with clCreateBuffer(cl_context context, cl_mem_flags flags, size_t size, void* host_ptr, cl_int* error_code_ret). If memory flags contain CL_MEM_USE_HOST_PTR, GPU will map the memory pointed by host_ptr for GPU to use to avoid copying data between CPU and GPU.

To make sure the results are correct, the size of buffer, the third parameter of clCreateBuffer(), needs to be aligned with 64-byte since Arm data cache operations are performed line by line, the unaligned bits will be cleared with cache line mask. A53, A57, A72 and A73 all have 64-byte cacheline size. If the size of the buffer doesn’t meet this, GPU will use copy method instead.

Besides, the host_ptr should be aligned with 64-bit to meet the ARM cacheline mechanism.

At last, need to call clEnqueueReadBuffer() to make sure the data has been read back to CPU.

5.6 Instruction cache availability for i.MX graphics

This section describes the instruction cache (iCache) available in the Vivante graphics IP included in the selected i.MX products.

There is hardware support for iCache available for i.MX 6QuadPlus and all later IP including that used in i.MX 8 products. There is no SH (Shader) instruction limit for these newer chips beyond the ISA limitation of 2*20. Only the older chips have a SH instruction limit.

<table>
<thead>
<tr>
<th>i.MX Product</th>
<th>GPU IP &amp; rev</th>
<th>Instruction Limit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>i.MX 8 Series and later</td>
<td>various (from rev 5450)</td>
<td>none</td>
<td>HW supports iCache</td>
</tr>
<tr>
<td>i.MX 6QuadPlus</td>
<td>GC2000 Plus rev FFFF5450</td>
<td>none</td>
<td>HW supports iCache</td>
</tr>
<tr>
<td>S32V234</td>
<td>GC3000 rev 5451</td>
<td>none</td>
<td>HW supports iCache</td>
</tr>
</tbody>
</table>

The SH limitation for i.MX products is listed in the following table.

<table>
<thead>
<tr>
<th>i.MX Product</th>
<th>GPU IP &amp; rev</th>
<th>Instruction Limit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>i.MX 6SoloX</td>
<td>GC400 rev 4645</td>
<td>256 for VS, 256 for PS</td>
<td>Separate Instruction buffers for Vertex Shader and for Pixel Shader</td>
</tr>
<tr>
<td>i.MX 7ULP</td>
<td>GCNanoUltra rev 4653a</td>
<td>256 for VS, 256 for PS</td>
<td>Separate Instruction buffers for Vertex Shader and for Pixel Shader</td>
</tr>
<tr>
<td>i.MX 6DualLite</td>
<td>GC880 rev 5106</td>
<td>512</td>
<td>Instruction buffer shared by Vertex and Pixel Shaders</td>
</tr>
<tr>
<td>i.MX 6Quad</td>
<td>GC2000 rev 5108</td>
<td>512</td>
<td>Instruction buffer shared by Vertex and Pixel Shaders</td>
</tr>
</tbody>
</table>
Chapter 6 OpenVX Introduction

6.1 Overview
OpenVX is a low-level programming framework domain to enable software developers to efficiently access computer vision hardware acceleration with both functional and performance portability. OpenVX has been designed to support modern hardware architectures, such as mobile and embedded SoCs as well as desktop systems. Many of these systems are parallel and heterogeneous: containing multiple processor types including multi-core CPUs, DSP subsystems, GPUs, dedicated vision computing fabrics as well as hardwired functionality. Additionally, vision system memory hierarchies can often be complex, distributed, and not fully coherent. OpenVX is designed to maximize functional and performance portability across these diverse hardware platforms, providing a computer vision framework that efficiently addresses current and future hardware architectures with minimal impact on applications.

OpenVX defines a C Application Programming Interface (API) for building, verifying, and coordinating graph execution, as well as for accessing memory objects. The graph abstraction enables OpenVX implementers to optimize the execution of the graph for the underlying acceleration architecture. OpenVX also defines the vxu utility library, which exposes each OpenVX predefined function as a directly callable C function, without the need for first creating a graph. Applications built using the vxu library do not benefit from the optimizations enabled by graphs; however, the vxu library can be useful as the simplest way to use OpenVX and as first step in porting existing vision applications.

For more details of programming with OpenVX, see the following specification from Khronos Group, OpenVX 1.0.1 specification (https://www.khronos.org/registry/vx).

6.2 Designing framework of OpenVX

6.2.1 Software landscape
OpenVX (OVX) is intended to be used either directly by applications or as the acceleration layer for higher-level vision frameworks, engines or platform APIs. Vivante software includes VX (Vision Imaging Accelleration) control mechanisms for hardware accelerated vision imaging, thereby allowing the user to implement customized applications and drivers using the Vivante--specific Vivante VX API (Application Programming Interface). This API provides programmable user kernel extensions for OpenCL 1.2 and provides additional Vision functionality to supplement those currently available with OpenVX 1.0.1 open standard from the Khronos group.

6.2.2 Object-oriented behaviors
OpenVX objects are both strongly typed at compile-time for safety critical applications and are strongly typed at run-time for dynamic applications.
The objects of OVX framework are:

- **Context**, The OpenVX context is the object domain for all OpenVX objects.
- **Kernel**, A Kernel in OpenVX is the abstract representation of a computer vision function, such as a “Sobel Gradient” or “Lucas Kanade Feature Tracking”.
- **Parameter**, an abstract input, output, or bidirectional data object passed to a computer vision function.
- **Node**, A node is an instance of a kernel that will be paired with a specific set of references (the parameters).
- **Graph**, A set of nodes connected in a directed (only goes one-way) acyclic (does not loop back) fashion.

OpenVX Data Objects:

- **Array**, An opaque array object that could be an array of primitive data types or an array of structures.
- **Convolution**, An opaque object that contains MxN matrix of vx_int16 values. Also contains a scaling factor for normalization.
- **Delay**, An opaque object that contains a manually controlled, temporally-delayed list of objects.
- **Distribution**, An opaque object that contains a frequency distribution (e.g., a histogram).
- **Image**, An opaque image object that may be some format in vx_df_image_e.
- **LUT**, An opaque lookup table object used with vxTableLookupNode and vxuTableLookup.
- **Matrix**, An opaque object that contains MxN matrix of some scalar values.
- **Pyramid**, An opaque object that contains multiple levels of scaled vx_image objects.
- **Remap**, An opaque object that contains the map of source points to destination points used to transform images.
- **Scalar**, An opaque object that contains a single primitive data type.
- **Threshold**, An opaque object that contains the thresholding configuration.

Error objects of OVX:

Error objects are specialized objects that may be returned from other object creator functions when serious platform issue occur (i.e., out of memory or out of handles). These can be checked at the time of creation of these objects, but checking also may be put-off until usage in other APIs or verification time, in which case, the implementation must return appropriate errors to indicate that an invalid object type was used.

### 6.2.3 Graphs concepts

The graph is the central computation concept of OpenVX. The purpose of using graphs to express the Computer Vision problem is to allow for the possibility of any implementation to maximize its optimization potential because all the operations of the graph and its dependencies are known ahead of time, before the graph is processed. Graphs are composed of one or more nodes that are added to the graph through node creation functions. Graphs in OpenVX must be created ahead of processing time and verified by the implementation, after which they can be processed as many times as needed.

There are several nodes in a graph, which are responsible for independent computation. One node can be linked to another by data dependencies.

### 6.2.4 User kernels

OpenVX allows users to define new functions that can be executed as Nodes from inside Graph or are Graph internal. Users will benefit from this mode,

- Exploiting
- Allow componentized functions to be reused elsewhere in OpenVX
- Formalize strict verification requirements (i.e., Contract Programming).
6.3 OpenVX extension implementation

VeriSilicon’s VX Extensions for Vision Imaging provide additional functionality for Vision Image processing beyond the functions provided through the Khronis Group OpenVX API version 1.0.1. These enhancements take advantage of the enhanced Vision capabilities available in VeriSilicon’s Vision-capable hardware. VeriSilicon software provides a set of extensions which interface with OpenCL 1.2 and support higher level C language programming of VeriSilicon’s custom EVIS (Enhanced Vision Instruction Set).

The VeriSilicon VX extension and enhancements includes three major components:

- An API level interface to the EVIS (Enhanced Vision Instruction Set),
- Extended C language features for Vision Processing,
- Supported for a subset of Vision-compatible OpenCL built-in functions.

6.3.1 Hardware requirements

Vision Imaging hardware capabilities are required to support full OpenVX. The following configurations are supported:

- GC7000XSVX (i.MX 8QuadMax)
- VIP8000NanoSI (i.MX 8M Plus)

6.3.2 EVIS instruction interface

Vivante’s Vision Imaging capable IP have an Enhanced Vision Instruction Set (EVIS), which enhances the ability of the GPU or VIP (Vision Image Processor) to process complex vision operations. A single EVIS instruction can do a task which may require tens or even hundreds of normal ISA instructions to finish.

Table 23 shows the instructions supported as Intrinsic calls.

6.3.3 Extended language features

Vivante’s OpenVX C programming Language corresponds closely to the OpenCL C programming language.

- Vivante’s C language extensions for OpenVX C share many language facilities with OpenCL C 1.2. However, it can be considered a subset of OpenCL C 1.2, as it does not include OCL features which are useless for OpenVX and other Vision Imaging applications.
- Vivante’s OpenVX C includes specific language facilities like Vision built-ins and data types specific for OpenVX.
### Table 23. OPCODE EVIS instructions supported as intrinsic calls

<table>
<thead>
<tr>
<th>EVIS OP_CODE</th>
<th>Description</th>
<th>Supported by Vivante VX</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS_DIFF</td>
<td>Absolute difference between two values</td>
<td>Y</td>
</tr>
<tr>
<td>IADD</td>
<td>Adds two or three integer values</td>
<td>Y</td>
</tr>
<tr>
<td>IACC_SQ</td>
<td>Squares a value and adds it to an accumulator</td>
<td>Y</td>
</tr>
<tr>
<td>LERP</td>
<td>Linear interpolation between two values</td>
<td>Y</td>
</tr>
<tr>
<td>FILTER</td>
<td>Performs a filter on a 3x3 block</td>
<td>Y</td>
</tr>
<tr>
<td>MAG_PHASE</td>
<td>Computes magnitude and phase of 2 packed data values</td>
<td>Y</td>
</tr>
<tr>
<td>MUL_SHIFT</td>
<td>Multiples two 8-or 16-bit integers and shifts</td>
<td>Y</td>
</tr>
<tr>
<td>DP16X1</td>
<td>1 Dot Product from 2 16 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP8X2</td>
<td>2 Dot Products from 2 8 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP4X4</td>
<td>4 Dot Products from 2 4 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP2X8</td>
<td>8 Dot Products from 2 2 component values</td>
<td>Y</td>
</tr>
<tr>
<td>CLAMP</td>
<td>Clamps up to 16 values to a max or min value</td>
<td>Y</td>
</tr>
<tr>
<td>BI_LINEAR</td>
<td>Computes a bi0linear interpolation of 4 pixel values</td>
<td>Y</td>
</tr>
<tr>
<td>SELECT_ADD</td>
<td>Adds a pixel value or increments a counter inside bins</td>
<td>Y</td>
</tr>
<tr>
<td>ATOMIC_ADD</td>
<td>Adds a valid atomically to an address</td>
<td>Y</td>
</tr>
<tr>
<td>BIT_EXTRACT</td>
<td>Extracts up to 8 bitfields from a packed stream</td>
<td>Y</td>
</tr>
<tr>
<td>BIT_REPLACE</td>
<td>Replaces up to 8 bitfields from a packed stream</td>
<td>Y</td>
</tr>
<tr>
<td>DP32X1</td>
<td>1 Dot Product from 2 32 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP16X2</td>
<td>2 Dot Products from 2 16 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP8X4</td>
<td>4 Dot Products from 2 8 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP4X8</td>
<td>8 Dot Products from 2 4 component values</td>
<td>Y</td>
</tr>
<tr>
<td>DP2X16</td>
<td>16 Dot Products from 2 2 component values</td>
<td>Y</td>
</tr>
</tbody>
</table>

### 6.3.4 Packed types

Vivante’s OpenCL compiler implements OpenCL C signed and unsigned char and short types in an unpacked format, such that a normal char4 occupies 128 bits (4 32-bit registers). This is undesirable for Vision applications, where packed data is the “natural” layout for almost all operations. To fully utilize the computing power of EVIS instructions, Vivante VX includes additional packed types, which can be identified by their `vxc_` prefix.

```c
/* packed char2/4/8/16 */
typedef _viv_char2_packed vxc_char2;
typedef _viv_char4_packed vxc_char4;
typedef _viv_char8_packed vxc_char8;
typedef _viv_char16_packed vxc_char16;
/* packed uchar2/4/8/16 */
typedef _viv_uchar2_packed vxc_uchar2;
typedef _viv_uchar4_packed vxc_uchar4;
typedef _viv_uchar8_packed vxc_uchar8;
typedef _viv_uchar16_packed vxc_uchar16;
/* packed short2/4/8 */
typedef _viv_short2_packed vxc_short2;
```
typedef _viv_short4_packed vxc_short4;
typedef _viv_short8_packed vxc_short8;
/* packed ushort2/4/8 */
typedef _viv_ushort2_packed vxc_ushort2;
typedef _viv_ushort4_packed vxc_ushort4;
typedef _viv_ushort8_packed vxc_ushort8;

6.3.5 Initializing constants on load

Constant data in OpenCL requires compile-time initialization. There is also a need to initialize the data when the kernel is loaded/run, so that the application can control the behavior of a program by changing its constants at load-time. The VeriSilicon VX extended keyword _viv_uniform can be used to define load-time initialization constant data,

```c
_viv_uniform vxc_512bits u512;
```

An application using VeriSilicon VX needs to set the proper values for _viv_uniform before the kernel program is run.

6.3.6 Inline assembly

A packed type cannot be used as an unpacked type in expressions or built-in functions. The programmer needs to convert packed type data to unpacked type data in order to perform these operations. The conversion negatively impacts performance in terms of both instruction count and register usage, so it is desirable to perform operations directly on packed data whenever possible. The Vivante Vision compiler accepts inline assembly for a wide range of operations to speed up packed data calculations.

For example, to add two packed char16 data, the programmer can use following inline assembly:

```c
vxc_uchar16 a, b, c;
vxc_short8 b;
_viv_uniform vxc_512bits u512;
...
_viv_asm(ADD, c, a, b); /* c = a + b */
```

where the syntax of inline assembly is:

```c
_viv_asm(
  OP_CODE,
  dest,
  source0,
  source1
);
```

Table 24 lists the standard shader instructions that operate on packed data and are supported through inline assembly, keyword _viv_asm.

<table>
<thead>
<tr>
<th>IR OP_CODE Instruction</th>
<th>Description</th>
<th>Supported by Vivante VX</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS</td>
<td>Absolute value</td>
<td>Y</td>
</tr>
<tr>
<td>ADD</td>
<td>Add</td>
<td>Y</td>
</tr>
<tr>
<td>ADD_SAT</td>
<td>Integer add with saturation</td>
<td>Y</td>
</tr>
<tr>
<td>AND_BITWISE</td>
<td>Bitwise AND</td>
<td>Y</td>
</tr>
<tr>
<td>BIT_REVERSAL</td>
<td>Integer bit-wise reversal</td>
<td>ES31</td>
</tr>
<tr>
<td>BITEXTRACT</td>
<td>Extract Bits from src to dest</td>
<td>ES31</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Supported by</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>BITINSERT</td>
<td>Bit replacement</td>
<td>ES31</td>
</tr>
<tr>
<td>BITSEL</td>
<td>Bitwise Select</td>
<td>Y</td>
</tr>
<tr>
<td>BYTE_REVERSAL</td>
<td>Integer byte-wise reversal</td>
<td>ES31</td>
</tr>
<tr>
<td>CLAMP0MAX</td>
<td>clamp0max dest, value, max</td>
<td>Y</td>
</tr>
<tr>
<td>CMP</td>
<td>Compare each component</td>
<td>Y</td>
</tr>
<tr>
<td>CONV</td>
<td>Convert</td>
<td>Y</td>
</tr>
<tr>
<td>DIV</td>
<td>Divide</td>
<td>Y</td>
</tr>
<tr>
<td>FINDLSB</td>
<td>Find least significant bit</td>
<td>ES31</td>
</tr>
<tr>
<td>FINDMSB</td>
<td>Find most significant bit</td>
<td>ES31</td>
</tr>
<tr>
<td>LEADZERO</td>
<td>Detect Leading Zero</td>
<td>Y</td>
</tr>
<tr>
<td>LSHIFT</td>
<td>Left Shifter</td>
<td>Y</td>
</tr>
<tr>
<td>MADSAT</td>
<td>Integer multiple and add with saturation</td>
<td>Y</td>
</tr>
<tr>
<td>MOD</td>
<td>Modulus</td>
<td>Y</td>
</tr>
<tr>
<td>MOV</td>
<td>Move</td>
<td>Y</td>
</tr>
<tr>
<td>MUL</td>
<td>Multiply</td>
<td>Y</td>
</tr>
<tr>
<td>MULHI</td>
<td>Integer only</td>
<td>Y</td>
</tr>
<tr>
<td>MULSAT</td>
<td>Integer multiply with saturation</td>
<td>Y</td>
</tr>
<tr>
<td>NEG</td>
<td>neg(a) is similar to (0 - a)</td>
<td>Y</td>
</tr>
<tr>
<td>NOT_BITWISE</td>
<td>Bitwise NOT</td>
<td>Y</td>
</tr>
<tr>
<td>OR_BITWISE</td>
<td>Bitwise OR</td>
<td>Y</td>
</tr>
<tr>
<td>POPCOUNT</td>
<td>Population Count</td>
<td>ES31/OCL1.2</td>
</tr>
<tr>
<td>ROTATE</td>
<td>Rotate</td>
<td>Y</td>
</tr>
<tr>
<td>RSHIFT</td>
<td>Right Shifter</td>
<td>Y</td>
</tr>
<tr>
<td>SUB</td>
<td>Substruct</td>
<td>Y</td>
</tr>
<tr>
<td>SUBSAT</td>
<td>Integer subtraction with saturation</td>
<td>Y</td>
</tr>
<tr>
<td>XOR_BITWISE</td>
<td>Bitwise XOR</td>
<td>Y</td>
</tr>
</tbody>
</table>

*ES31 = Supported by Vivante VX, but may not be needed for Vision processing

### 6.4 OpenCL functions compatible with Vivante vision

Vivante’s VX extensions for Vision Image processing support most of the OpenCL 1.2 built-in functions for normal OCL data types. Packed types are not supported in these built-in functions.

For image read/write functions, only sample-less 1D/1D array/2D image read/write functions are supported.

#### 6.4.1 Read_Imagef,i,ui

/* OCL image builtins can be used in VX kernel */
float4 read_imagef (image2d_t image, int2 coord);
int4 read_imagei (image2d_t image, int2 coord);
uint4 read_imageui (image2d_t image, int2 coord);
float4 read_imagef (image1d_t image, int coord);
int4 read_imagei (image1d_t image, int coord);
uint4 read_imageui (image1d_t image, int coord);
float4 read_imagef (image1d_array_t image, int2 coord);
int4 read_imagei (image1d_array_t image, int2 coord);
uint4 read_imageui (image1d_array_t image, int2 coord);

6.4.2 Write Imagef,i,ui
void write_imagef (image2d_t image, int2 coord, float4 color);
void write_imagei (image2d_t image, int2 coord, int4 color);
void write_imageui (image2d_t image, int2 coord, uint4 color);
void write_imagef (image1d_t image, int coord, float4 color);
void write_imagei (image1d_t image, int coord, int4 color);
void write_imageui (image1d_t image, int coord, uint4 color);
void write_imagef (image1d_array_t image, int2 coord, float4 color);
void write_imagei (image1d_array_t image, int2 coord, int4 color);
void write_imageui (image1d_array_t image, int2 coord, uint4 color)

6.4.3 Query Image Dimensions
int2 get_image_dim (image2d_t image);
size_t get_image_array_size(image1d_array_t image);
/* Built-in Image Query Functions */
int get_image_width (image1d_t image);
int get_image_width (image2d_t image);
int get_image_width (image1d_array_t image);
int get_image_height (image2d_t image);

6.4.4 Channel Data Types Supported
/* Return the channel data type. Valid values are:
 * CLK_SNORM_INT8
 * CLK_SNORM_INT16
 * CLK_UNORM_INT8
 * CLK_UNORM_INT16
 * CLK_UNORM_SHORT_565
 * CLK_UNORM_SHORT_555
 * CLK_UNORM_SHORT_101010
 * CLK_SIGNED_INT8
 * CLK_SIGNED_INT16
 * CLK_SIGNED_INT32
 * CLK_UNSIGNED_INT8
 * CLK_UNSIGNED_INT16
 * CLK_UNSIGNED_INT32
 * CLK_HALF_FLOAT
 * CLK_FLOAT
 */
int get_image_channel_data_type (image1d_t image);
int get_image_channel_data_type (image2d_t image);
int get_image_channel_data_type (image1d_array_t image);

6.4.5 Image Channel Orders Supported
/* Return the image channel order. Valid values are:
 * CLK_A
 */
* CLK_R
* CLK_Rx
* CLK_RG
* CLK_RGx
* CLK_RA
* CLK_RGB
* CLK_RGBx
* CLK_RGBA
* CLK_ARGB
* CLK_BGRA
* CLK_INTENSITY
* CLK_LUMINANCE
*/
int get_image_channel_order (image1d_t image);
int get_image_channel_order (image2d_t image);
int get_image_channel_order (image1d_array_t image);
Chapter 7  Vulkan

7.1  OverView
Vulkan is a new generation graphics and compute API that provides high-efficiency, cross-platform access to modern GPUs used in a wide variety of devices from PCs and consoles to mobile phones and embedded platforms. Vulkan defines as an API (Application Programming Interface) for graphics and compute hardware. The API consists of many commands that allow a programmer to specify shader programs, compute kernels, objects, and operations involved in producing high-quality graphical images, specifically color images of three-dimensional objects.

To the programmer, Vulkan is a set of commands that allow the specification of shader programs or shaders, kernels, data used by kernels or shaders, and state controlling aspects of Vulkan outside the scope of shaders. Typically, the data represents geometry in two or three dimensions and texture images, while the shaders and kernels control the processing of the data, rasterization of the geometry, and the lighting and shading of fragments generated by rasterization, resulting in the rendering of geometry into the framebuffer.

A typical Vulkan program begins with platform-specific calls to open a window or otherwise prepare a display device onto which the program will draw. Then, calls are made to open queues to which command buffers are submitted. The command buffers contain lists of commands which will be executed by the underlying hardware. The application can also allocate device memory, associate resources with memory and refer to these resources from within command buffers. Drawing commands cause application-defined shader programs to be invoked, which can then consume the data in the resources and use them to produce graphical images. To display the resulting images, further platform-specific commands are made to transfer the resulting image to a display device or window.

For more details of programming with Vulkan, refer to the following specification from Khronos Group.
https://www.khronos.org/registry/vulkan/

7.2  Vivante Extension Support for Vulkan
The following table includes a list of all current Vulkan extensions and indicates their support level in Vivante software.
(list from https://www.khronos.org/registry/vulkan/ as of 5/24/2017)
Note: This list does not include unsupported vendor specific extensions.

<table>
<thead>
<tr>
<th>Vulkan Extension Name</th>
<th>SW 6.4.x for Vulkan 1.1</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_KHR_android_surface</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_descriptor_update_template</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_display</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_display_swapchain</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_get_physical_device_properties2</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_get_surface_capabilities2</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_incremental_present</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_maintenance1</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_mir_surface</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_push_descriptor</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_sampler_mirror_clamp_to_edge</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_shader_draw_parameters</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_shared_presentable_image</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_surface</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_swapchain</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_wayland_surface</td>
<td>YES</td>
</tr>
<tr>
<td>Extension Name</td>
<td>Availability</td>
</tr>
<tr>
<td>----------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>VK_KHR_win32_surface</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_xcb_surface</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_xlib_surface</td>
<td></td>
</tr>
</tbody>
</table>

**EXT Extensions (Multivendor)**

<table>
<thead>
<tr>
<th>Extension Name</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXT_acquire_xlib_display</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_debug_marker</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_debug_report</td>
<td>YES</td>
</tr>
<tr>
<td>VK_KHR_get_surface_capabilities2</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_incremental_present</td>
<td></td>
</tr>
<tr>
<td>VK_KHR_maintenance1</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_direct_mode_display</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_discard_rectangles</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_display_control</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_display_surface_counter</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_hdr_metadata</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_shader_subgroup_ballot</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_shader_subgroup_vote</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_swapchain_colorspace</td>
<td></td>
</tr>
<tr>
<td>VK_EXT_validation_flags</td>
<td></td>
</tr>
</tbody>
</table>

**GOOGLE Extensions (Google, Inc.)**

<table>
<thead>
<tr>
<th>Extension Name</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_GOOGLE_display_timing</td>
<td></td>
</tr>
</tbody>
</table>

**KHX Extensions (full vendor description unavailable)**

<table>
<thead>
<tr>
<th>Extension Name</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_KHX_device_group</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_device_group_creation</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_memory</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_memory_capabilities</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_memory_fd</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_memory_win32</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_semaphore</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_semaphore_capabilities</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_semaphore_fd</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_external_semaphore_win32</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_multiview</td>
<td></td>
</tr>
<tr>
<td>VK_KHX_win32_keyed_mutex</td>
<td></td>
</tr>
</tbody>
</table>
Chapter 8  Multiple GPUs and Virtualization

8.1  Overview

Vivante multi-GPU implementations provide a variety of capabilities which can be managed through hardware and software controls. This chapter intends to summarize the software controls used for Vivante multi-GPU IP implementations. Multi-GPU feature can be enabled with dual GC7000XSVX on i.MX 8QuadMax and the derived devices.

8.2  Multi-GPU configurations

Vivante Multi-GPU IP may be configured into one of the following behavior model through software:

- Combined Mode where two (or more) GPU cores in the multi-GPU design behave in concert. Driver presents multi-GPU to SW application as a single logical GPU. The multiple GPUs work in the same virtual address space and share the same MMU page table. The multiple GPUs fetch and execute a shared Command Buffer.
- Independent Mode where each GPU in the multi-GPU design performs independently. The multiple GPUs work in different virtual address spaces but share the same MMU page table. Each GPU core fetches and executes its own Command Buffer. This enables different SW applications to run simultaneously on different GPU cores.
- Note, OpenCL API allows application to handle the multi-GPU Independent Mode directly, as each GPU core in a multi-GPU design represents an independent OpenCL Compute Device.

8.3  GPU affinity configuration

In the multi-GPU Independent Mode, application can specify to run on a specific GPU among the multiple GPUs through an environment variable VIV_MGPU_AFFINITY. Once an application’s GPU affinity is specified, the application will only run on the specified GPU and will not migrate to other GPUs even if those GPUs are idle. VIV_MGPU_AFFINITY is the environment variable to control the application GPU affinity on multi-GPU platform. The client drivers will assume they are using a standalone GPU through a gcoHARDWARE object no matter how this variable is set. The possible values for the environment variable VIV_MGPU_AFFINITY include:

- Not defined or
- Defined as "0" gcoHARDWARE objects work in gcvMULTI_GPU_COMBINED mode (default)
  - "1:0" gcoHARDWARE objects work in gcvMULTI_GPU_INDEPENDENT mode and GPU0 is used
  - "1:1" gcoHARDWARE objects work in gcvMULTI_GPU_INDEPENDENT mode and GPU1 is used

On a single GPU device, setting VIV_MGPU_AFFINITY to 0 or 1 does not make any difference as all application processes/threads are bound to GPU0. But the application will fail the GPU context initialization if VIV_MGPU_AFFINITY is set to "1:1" (driver reports error).

8.4  OpenCL on multi-GPU device

OpenCL driver works in bridged mode as single logical compute device. In this configuration, multiple GPUs in the device operate as individual OpenCL Compute Devices. The OpenCL application is responsible to assign and dispatch the compute tasks to each GPU (Compute Device).

The following OpenCL APIs return the list of compute devices available on a platform, and the device information.

```c
cl_int clGetDeviceIDs (cl_platform_id platform, cl_device_type device_type, cl_uint num_entries, cl_device_id *devices, cl_uint *num_devices)
cl_int clGetDeviceInfo (cl_device_id device, cl_device_info param_name, size_t param_value_size, void *param_value, size_t *param_value_size_ret)
```
8.5 GPU virtualization configuration

Multi-GPU also can be used on different OS systems as independent mode separately, this can be configured by overriding the irq availability n DTS entry for different OS implementation, in arch/arm64/boot/dts/freescale/fsl-imx8qmxxx.dts.

Guest OS 1 (GPU0 only)

```plaintext
&gpu_3d1 {
    status = "disable";
};
```

Guest OS 2 (GPU1 only)

```plaintext
&gpu_3d0 {
    status = "disable";
};
```
Chapter 9  Wayland and Weston

9.1  Overview
Wayland is intended as a simpler replacement for X, easier to develop and maintain. GNOME and KDE are expected to be ported to it. Wayland is a protocol for a compositor to talk to its clients as well as a C library implementation of that protocol. The compositor can be a standalone display server running on Linux kernel modesetting and evdev input devices, an X application, or a wayland client itself. The clients can be traditional applications, X servers (rootless or fullscreen) or other display servers. Part of the Wayland project is also the Weston reference implementation of a Wayland compositor. The Weston compositor is a minimal and lightweight compositor and is suitable for many embedded and mobile use cases.

This chapter describes how to enable Weston accelerated by G2D APIs. G2D compositor can increase system bandwidth utilization, so the performance was better than GL compositor in the complex environment, but it still doesn’t support display rotation and EXT_RESOLVE feature.

9.2  Enabling the G2D compositor
1. Open the file: /etc/xdg/Weston/Weston.ini in the Release image.
   
   use-g2d=1
Chapter 10  X Windowing Acceleration

10.1  Overview

10.2  EXA driver

XServer video driver is designed to help XServer to render desktop onto a screen. It manages the display driver, and provides rendering acceleration and other display features, such as rotation and multiple display methods. The video driver implements XServer EXcellent Architecture (EXA).

10.2.1  EXA driver options

These options are used in the configuration file /etc/X11/xorg.conf:

```conf
Section "Device"
  Identifier "i.MX Accelerated Framebuffer Device"
  Driver "vivante"
  Option "fbdev" "/dev/fb1"
  Option "vivante_FBdev" "/dev/fb1"
  Option "SyncDraw" "false"
EndSection
```

Table 26. EXA driver options

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
<th>Default Value</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShadowFB</td>
<td>Whether to enable the shadow frame buffer (FB).</td>
<td>False</td>
<td>Deprecated technology. It rotates the FB. If it is enabled, acceleration is disabled.</td>
</tr>
<tr>
<td>Rotate</td>
<td>Rotation of FB.</td>
<td>&lt;null&gt;</td>
<td>Deprecated technology. It can be CW/CCW/UD. If it is set to one of these values, Shadow FB is automatically enabled. Rotation cannot change after XServer is started.</td>
</tr>
<tr>
<td>NoAccel</td>
<td>Disables EXA acceleration.</td>
<td>False</td>
<td>If it is set to True, the EXA functions are not accelerated by the GPU.</td>
</tr>
<tr>
<td>VivCacheMem</td>
<td>Pixmap created by GPU is generally cacheable.</td>
<td>True</td>
<td>Normal Pixmaps are created cacheable. Special Pixmaps used for EGL are still non-cacheable.</td>
</tr>
<tr>
<td>SyncDraw</td>
<td>Wait for the GPU to complete for every single drawing.</td>
<td>False</td>
<td>This affects the performance if it is set to True.</td>
</tr>
</tbody>
</table>

10.2.2  24 bpp pixmap

The GPU can only accelerate a 16 bpp or 32 bpp pixmap. For a 24 bpp screen, a 32 bpp buffer is actually reserved.

10.2.3  Shared pixmap extension

The Shared Pixmap Extension (SHM) pixmap will be described in next release.

10.2.4  How to disable XRandR

For an embedded device that does not support XRandR (for which the memory can be reduced), set “gEnableXRandR” to False in vivante_fbdev_driver.c.
10.2.5 Cursor
Hardware IPU does not provide a hardware cursor.

10.2.6 DRI
DRI is designed to accelerate OpenGL rendering. It enables the GPU direct render to the on-screen buffer. Due to the lack of hard cursor support, and because often the window location is not well aligned, the GPU cannot render to screen directly. Therefore, DRI is not fully used.
DRI is supported in this video driver. DRI2 or DRI3 is not supported.

10.2.7 Tearing
XServer (and early Microsoft Windows OS) does not support double buffering for the screen. There is a copy from off-screen buffer to target on-screen area (or direct rendering to on-screen). The operation cannot be completed in the blank time of the display, and the IPU cannot provide an ideal VSYNC signal. Therefore, there is tearing.
To remove tearing, a GLES compositor is needed. This tearing free feature will be described in next release.

10.3 XRandR
This video driver supports XRandR.
The X Resize, Rotate and Reflect Extension (RandR) is an X Window System extension, which allows clients to dynamically resize, rotate, and reflect the root window of a screen (en.wikipedia.org/wiki/Xrandr).

10.3.1 Useful commands
If the display supports multiple resolution types, use the following commands for a query:
```
root@imx6qsabresd:~# export DISPLAY=:0.0
root@imx6qsabresd:~# xrandr
Screen 0: minimum 240 x 240, current 1920 x 1080, maximum 8192 x 8192
DISP3 BG connected 1920x1080+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
  S:1920x1080p-50  50.0*
  S:1920x1080p-60  60.0
  S:1280x720p-50  50.0
  S:1280x720p-60  60.0
  S:720x576p-50  50.0
  S:720x480p-60  59.9
  V:640x480p-60  60.0
  S:640x480p-60  59.9
```
If using the console serial port for the command line interface, the DISPLAY environment variable is not configured by default and the xrandr command fails. The solution is to set the DISPLAY environment variable. (Reference: see manpage for X)
```
root@imx6qsabresd:~# xrandr
Can't open display
root@imx6qsabresd:~# echo $DISPLAY

root@imx6qsabresd:~# export DISPLAY=:0.0
root@imx6qsabresd:~# xrandr
Screen 0: minimum 240 x 240, current 1024 x 768, maximum 8192 x 8192
```
Disp4 BG - DI1 connected 1024x768+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
U:1024x768p-60 60.0*+

- Change the resolution:
  root@imx6qsabresd:~# xrandr -s 1920x1080

![Desktop](image)

**Figure 9. Changing the resolution**
• Rotate the screen:
  root@imx6qsabresd:~ # xrandr -o left:

Figure 10. Rotating the screen
Figure 11. Rotating the screen
Figure 12. Rotating the screen
• Reflect the screen:
  root@imx6qsabresd:~# xrandr -x

Figure 13. Reflecting the screen (1)
root@imx6qsabresd:~# xrandr -y

Figure 14. Reflecting the screen (2)
• Restore to normal state:
  root@imx6qsabresd:~# xrandr -o normal:

  Figure 15. Restoring to normal state

10.3.2 Rendering the desktop on overlay
/dev/fb1 is the overlay device on the same screen as /dev/fb0; and /dev/fb3 is the overlay of /dev/fb2. Use
xorg.conf to specify fb1 or fb3:

  Section "Device"
    Identifier  "i.MX Accelerated Framebuffer Device"
    Driver      "vivante"
    Option      "fbdev"   "/dev/fb1"
    Option      "vivante_fbdev" "/dev/fb1"
  EndSection

  After rebooting the system, the desktop is rendered on the overlay:
Figure 16. Rendering the desktop on overlay

If the size is too small (240x240), XRandR can be used to define a new mode.

1. **Get the output name:**
   ```
   root@imx6qsabresd:~# xrandr
   Screen 0: minimum 240 x 240, current 240 x 320, maximum 8192 x 8192
   DISP4 FG connected 240x320+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
   U:240x320p-60  60.0* 
   ```

2. **Define a new mode:**
   ```
   root@imx6qsabresd:~# xrandr --newmode "640x480R" 23.50 640 688 720 800 480 483 487 494 +hsync -vsync
   ```

3. **Add the newly created mode:**
   ```
   root@imx6qsabresd:~# xrandr --addmode "DISP4 FG" 640x480R
   ```

4. **Check the modes:**
   ```
   root@imx6qsabresd:~# xrandr
   Screen 0: minimum 240 x 240, current 240 x 320, maximum 8192 x 8192
   DISP4 FG connected 240x320+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
   U:240x320p-60  60.0*
   640x480R      59.5
   ```
5. Switch to a new mode:

root@imx6qsabresd:~# xrandr -s 640x480

![Desktop](image)

**Figure 17. Switching to a new mode**

**Note:**
- The overlay size cannot exceed the display size. For example, if LVDS is 1024x768, the overlay size cannot be larger than this.
- Timings for overlay are meaningless, but incorrect timings may damage the display, so be careful when creating a new display mode for the display.
- If fb3 is used, fb2 must be enabled. Otherwise, fb3 is invisible.

### 10.3.3 Process of selecting the HDMI default resolution

The process of selecting the HDMI default resolution is as follows:

1. Set the user preferred mode (must be within the initial size).
2. Set the display preferred mode (must be within the initial size).
3. Check the aspect (if not found, use 4:3. Find the biggest resolution within the initial size for the aspect ratio).
4. Check the first mode.

Initial size: initial FB virtual size or configured maximum size.

To specify the user preferred mode, add the option “PreferredMode” or “modes”.
10.3.4 Performance
The performance is decreased during screen rotation or mirroring.

10.3.5 Memory consumption
The video driver supports a maximum of 1920x1080@32bpp. To support rotation, a shadow buffer is reserved, so the total memory consumption is 16 MB (1920x1080x4x2).
Chapter 11  Advanced GPU Configuration

11.1  GPU Scaling Governor
i.MX 8QuadMax GPU DVFS design supports different running modes: overdrive, nominal, and underdrive. Nominal is the default, the overdrive is supposed to be performance/benchmark mode, and underdrive mode is expected as energy saving mode.
Switch among the 3 modes using command line without needing to recompile the GPU driver.
$ echo "overdrive" > /sys/bus/platform/drivers/galcore/gpu_govern
$ echo "nominal" > /sys/bus/platform/drivers/galcore/gpu_govern
$ echo "underdrive" > /sys/bus/platform/drivers/galcore/gpu_govern

Try to check the mode is running currently, use the command line as below:
$ cat /sys/bus/platform/drivers/galcore/gpu_govern

11.2  GPU Device Cooling
i.MX device support the thermal driver, which could signal the overheat event to GPU driver, once GPU driver receive the event, it can enable GPU DFS feature to reduce GPU frequency as N/64 of the original designated clock. The default N factor is 1 in the original BSP release, the end-user can reconfigure it through below command:
   echo N >/sys/bus/platform/drivers/galcore/gpu3DMinClock
The user also can check the existing config as below
   cat /sys/bus/platform/drivers/galcore/gpu3DMinClock
Chapter 12  Vivante IDE

12.1  VivanteIDE overview

The VivanteIDE provides a single interface to a set of applications designed to be used by graphics, vision, and neural network application developers to rapidly develop and port applications either stand alone, or as part of an IDE.

VivanteIDE provides an advanced integrated development environment for Vivante IP based application development. It is built on the top of Eclipse, CDT and other excellent software packages. VivanteIDE provides many powerful features for every stage of development, including OpenGL, OpenCL, OpenVX and Vulkan.

VivanteIDE capabilities include the following key features.

- **Project Management**
  The Project Manager supports individual compile options for each file. In addition, workspace options define project dependencies, removing the need for manual management of file builds.

- **Source code smart editing and analysis**
  The VivanteIDE Editor provides timesaving editing features such as type ahead for structures, word completion and automatic code indentation for a readable, formatted code view.

- **Automatic code generation**
  Kernel development wizard can automatically generate the kernel code basing on simple inputs.

- **Host side and device side debug**
  For each debug session, information is controlled and organized by interacting with the Vivante IP through monitoring software. Many graphical views are supplied to facilitate control of your Vivante testing. The disassembly view displays a program in assembler or mixed mode. The Active program's source code window affects the display in the assembly view tab. The current program counter, associated assembler instructions, and defined breakpoints are visible.

- **Performance and bandwidth profiling**
  The Profile tabbed window provides profiler information. Every time the profiler is suspected accumulated statistical information is updated. For OGL applications the VPD Analyzer is provided.

- **Post-mortem performance analysis**
  VPD Analyzer visualized the hardware data recorded at GPU application runtime.

- **Shader development assistance**
  Shader Development Assist supplies environment to edit, run and preview the shader.

- **Texture browse and conversion**
  Texture browser and converter support texture file preview and format conversion.

- **Command line tools for OGL, OCL and OVX compile.**
- **Command line tools for Vulkan application development.**
- **Command line tools for Texture compression/decompression and tile/de-tiling.**

12.1.1  VivanteIDE component overview

VivanteIDE provides both command line tools and GUI “Perspective” views for performing different activities. Some functionality is available through both GUI and command line, while other tools such as vCompiler and vcCompiler are available only using command line syntax. The GUI also provides Wizards to help with developing new projects.

<table>
<thead>
<tr>
<th>Perspective/Tool</th>
<th>Key Functionality</th>
<th>GUI</th>
<th>Command Line</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 26. VivanteIDE tool overview
12.1.2 VivanteIDE command line tools

VivanteIDE provides some stand-alone command line tools, which are located in the ide directory. All tools include a –h help option to aid in syntax guidance. These include:

- **vCompiler**: Offline compiler and linker for translating OpenGL ES Shading Language.
- **vcCompiler**: Offline compiler and linker for OpenCL, OpenVX and VivanteVX Vision Imaging Extensions.
- **vTextureTools**: Includes utilities for compress and decompress as well as tile and de-tile tools for textures.

Refer to Section 12.5 for syntax detail for these command line tools.

12.2 Requirements

12.2.1 Operating system compatibility

VivanteIDE is available for both Linux and Windows environments.

VivanteIDE has been verified to work in Windows 7, Windows 10, Ubuntu 18.04, and Ubuntu 16.04. It might work in other Windows or Linux systems but has not been verified for alternate environments.

Most tool applications are designed to run on Microsoft Windows 32 and 64 bit operating systems. Some components, such as the vProfiler and vcCompiler also run on other platforms.

### Table 27. Operating System Tool Compatibility Summary

<table>
<thead>
<tr>
<th>Acuity Tool Kit Tools</th>
<th>Linux</th>
<th>Windows</th>
</tr>
</thead>
<tbody>
<tr>
<td>VivanteIDE</td>
<td>GUI and command</td>
<td>GUI and command</td>
</tr>
<tr>
<td>Tools</td>
<td></td>
<td></td>
</tr>
<tr>
<td>vCompiler, vcCompiler</td>
<td>command</td>
<td>command</td>
</tr>
<tr>
<td>vProfiler</td>
<td>Built part of unified driver</td>
<td>Built part of unified in driver</td>
</tr>
<tr>
<td>VPD Analyzer</td>
<td>GUI</td>
<td>GUI</td>
</tr>
<tr>
<td>Shader Assistant</td>
<td>GUI</td>
<td>GUI</td>
</tr>
<tr>
<td>Texture Viewer</td>
<td>GUI</td>
<td>GUI</td>
</tr>
<tr>
<td>Texture Browser</td>
<td>GUI</td>
<td>GUI</td>
</tr>
<tr>
<td>vTextureTools</td>
<td>GUI and command</td>
<td>GUI and command</td>
</tr>
</tbody>
</table>
12.2.2 Hardware requirements
VivanteIDE can be used in either a simulation environment or on i.MX processors supporting Open GL ES, OpenCL, OpenVX, and Neural Networks capabilities in the tools assume compatible hardware capability in the running environment, which must be correctly profiled in the tool for accurate results.

12.2.3 i.MX unified driver software
I.MX Software releases are available with the unified drivers which is validated and tested with the VivanteIDE tool.

12.2.4 VivanteIDE package
Each release of VivanteIDE will be compatible with its companion driver version. Forward and backward compatibility is not tested and use of VivanteIDE with any different driver version other than its companion version is NOT RECOMMENDED.

The package is delivered as a compressed file from nxp.com as Vivante_IDE_Linux_Windows_VTK_<version>.tgz.

<table>
<thead>
<tr>
<th>Top level Directory and exe file</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VivanteIDE-&lt;version&gt;-Linux-x86_64-**-Install</td>
<td>Installation wizard for Linux 64-bit.</td>
</tr>
<tr>
<td>VivanteIDE-&lt;version&gt;-Windows-**-Setup.exe</td>
<td>Installation wizard for Windows 64-bit/32-bit</td>
</tr>
<tr>
<td>README</td>
<td>README with basic installation notes</td>
</tr>
</tbody>
</table>

After installation the following directories should be present.

<table>
<thead>
<tr>
<th>Files and Directories</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ide/</td>
<td>Directory containing IDE executables and plugins</td>
</tr>
<tr>
<td>examples/</td>
<td>Directory containing examples (just for Windows)</td>
</tr>
<tr>
<td>cmdtools/</td>
<td>Directory containing Vivante command line tools: vCompiler, vcCompiler, vTextureTools</td>
</tr>
<tr>
<td>doc/</td>
<td>Directory containing documents</td>
</tr>
<tr>
<td>license/</td>
<td>Directory containing license tools and license files</td>
</tr>
<tr>
<td>jre/</td>
<td>Directory containing JRE binaries</td>
</tr>
<tr>
<td>mingw32/</td>
<td>Directory containing MinGW (just for Windows)</td>
</tr>
<tr>
<td>uninstall.exe</td>
<td>The uninstaller of VivanteIDE</td>
</tr>
</tbody>
</table>

12.2.5 VivanteIDE license
i.MX supported VivanteIDE release package contains with preloaded license and restricted only to use with NXP processors. For more information, read NXP EULA.
12.2.5.1 VPD Analyzer Note
The Vivante vProfiler is integrated into the i.MX GPU-VIV unified drivers. Refer to the VivanteIDE User Guide section on the vProfiler Environment Variables and Options or the Vivante Driver Development Guide for details on the applicable environment settings.

12.2.5.2 Shader Assistant Note
Shader Assistant depends on the PC’s display driver. Users should install the mesa driver and its EGL, GLESv2 libraries in Ubuntu by running following commands:

```
sudo apt install libgl1-mesa-dev
sudo apt install libegl1-mesa-dev
sudo apt install libgles2-mesa-dev
```

12.2.6 VivanteIDE installation
Install the package to run both the GUI and command line tools. You must install the package even if you are only going to use the command line tools.

12.2.6.1 Linux GUI
Run `Vivante-<version>-Linux-x86_64-*-Install` to launch the installation wizard.
Follow the Wizard to finish installation.

12.2.6.2 Windows GUI
Run `Vivante-<version>-Windows-*-Setup.exe` to launch the installation wizard.
Follow the Wizard to finish installation.

12.2.6.3 Installation from command line
The VivanteIDE installer can also be launched from the command line. Options can be specified as follows:

```
installer [option1] [option2] [option3]
```

Example Usage for Windows:

```
installer /mode silent /prefix destination_location /license license_file_path
```

Example Usage for Linux:

```
installer --mode silent --prefix destination_location --license license_file_path
```

Table 30. Command line installer options

<table>
<thead>
<tr>
<th>Option for Windows</th>
<th>Option for Linux</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/mode silent</td>
<td>--mode silent</td>
<td>Silent mode (without GUI, without prompting)</td>
</tr>
<tr>
<td>/license license_file_path</td>
<td>--license license_file_path</td>
<td>Specify a license file to be installed</td>
</tr>
<tr>
<td>/prefix destination_location</td>
<td>--prefix destination_location</td>
<td>Specify the folder where VivanteIDE will be</td>
</tr>
<tr>
<td></td>
<td></td>
<td>installed</td>
</tr>
</tbody>
</table>

12.2.7 VivanteIDE launch

12.2.7.1 Linux launch of GUI tool
To launch the GUI tool
• Double click the desktop shortcut VivanteIDE<version>.
• Run installation_dir/ide/vivanteide<version> in a BASH.

12.2.7.2 Windows launch of GUI tool

To launch the GUI tool:
• Click Start Menu->VeriSilicon->VivanteIDE <version>-VivanteIDE <version>.
• Double click the desktop shortcut VivanteIDE <version>.
• Run installation_dir/ide/vivanteide<version>.bat.

12.2.7.3 Command line tool launch

To launch the command line tools using the following paths. For Linux, launch in a BASH.
• Run installation_dir/ide/vivanteide<version>.

12.2.7.4 Basic launch path summary

Table 31. Basic launch instruction summary

<table>
<thead>
<tr>
<th>Tool</th>
<th>Linux Basic Launch Instruction</th>
<th>Windows Basic Launch Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>VivanteIDE GUI</td>
<td>Run installation_dir/ide/vivanteide&lt;version&gt; in a BASH.</td>
<td>Run installation_dir/ide/vivanteide&lt;version&gt;</td>
</tr>
<tr>
<td>vcCompiler</td>
<td>Run installation_dir/cmdtools/bin/vcCompiler in a BASH.</td>
<td>Run installation_dir/cmdtools/bin/vcCompiler.exe</td>
</tr>
<tr>
<td>vCompiler</td>
<td>Run installation_dir/cmdtools/bin/vcompiler in a BASH.</td>
<td>Run installation_dir/cmdtools/bin/vCompiler.exe</td>
</tr>
<tr>
<td>vTextureTools</td>
<td>Run installation_dir/cmdtools/bin/vtexturetools in a BASH.</td>
<td>Run installation_dir/cmdtools/bin/vTextureTools.exe</td>
</tr>
</tbody>
</table>

12.2.8 Core-specific configuration for VivanteIDE tools

12.2.8.1 Configuration with GUI

To ensure your program and generated analysis work correctly and optimally on the target GPU, you need to specify the GPU before starting to run or compile your project(s). This is done using Run -> Profile Configurations... to launch the Profile Configuration dialog Profile tab in the GUI.

12.2.8.2 Configuration for vCompiler and vcCompiler

For command line tools, additional configuration may be necessary. For example, for vCompiler and vcCompiler a configuration file must be selected. There are two or more configuration files in the tool’s installation directory. For example:

viv_gpu.config  configuration file for GC7000XS-6008 (default)
viv_gpu_880.config  configuration file for GC880-5106
To change the GPU configuration, you can rename the GPU file that you want to use to `viv_gpu.config`. For example, on a Linux platform, you can use the following commands:

```
mv viv_gpu.config viv_gpu_7000xs.config
mv viv_gpu_880.config viv_gpu.config
```

Keep in mind that the content of these files should not be modified, and the `viv_gpu.config` file must be in the `vCompiler` work directory. If customization is required, note that the format for the file contents is fixed and only the value for each parameter may be changed. The `viv_gpu.config` file only needs five IDs to identify the target GPU for the offline compiler since the driver has a complete feature table to set up GPU configurations correctly based on these IDs.

Here is the default `viv_gpu.config` file for `vCompiler`.

```
chipModel              = 0x7000;
chipRevision           = 0x6008;
productID              = 0x70004;
ecoID                  = 0x0;
customerID             = 0x0
```

### 12.2.9 New Project Wizards in the VivanteIDE GUI

Wizards are available to assist in starting new projects. Choose `File --> New --> Project...` In the `New Project - Select a wizard` dialog, open the C/C++ folder in the Wizards list box and select the type of Project to create.

![New project wizard](image)

**Figure 19. New project wizard**

### 12.3 VivanteIDE GUI

The desktop development environment for VivanteIDE is referred to as the Workbench. The Workbench contains panes that may change depending on the current activity. Some key panes are indicated in the figure below.
The following examples provide users with basic simple steps to get started using VivanteIDE. The GUI is similar but not identical for each tool GUI: VSD Analyzer, Shader Assistant, Texture Browser, Texture Viewer.

### 12.3.1 Selecting a workspace

When VivanteIDE is opened, the **Workspace Launcher - Select a workspace** dialog pops up by default. Click the **OK** button.

If the workspace is a new empty workspace, the **Welcome** dialog is displayed.

If the workspace is not a new empty workspace, the workbench is displayed.
12.3.2 Switching perspective
Click the pull-down menu items or click directly on the visible perspective name to switch perspective views. Switch to the C/C++ perspective to manage projects and write source code. VivanteIDE will switch to the Debug perspective by default after a program is launched successfully in Debug mode.

![Switching perspective](image)

**Figure 21. Switching perspective**

12.3.3 Creating a new project
This section describes how to create an OpenVX project as an example. New project creation is available from the main menu. Choose **File**→**New**→**Project**...
In the **New Project - Select a wizard** dialog, open the C/C++ folder in the **Wizards** list box and select **OpenVX C Project**.

![Creating a new project](image)

**Figure 22. Creating a new project**

12.3.4 Creating an OpenVX kernel wizard
1. To create an **OpenVX C(C++)** project, in the **OpenVX C(C++) Project** dialog, enter the Project name, select **OpenVX Kernel Project(1.1)** under **Static Library** or **Shared Library**.

![OpenVX Kernel wizard](image)
2. Press Next to input Author and Copyright notice, Kernel ENUM offset and Kernel Name prefix information in the following dialogs, and then add arguments for the kernel.

3. Click the Finish button, and the new kernel project will be created. Refer to the VivanteIDE User Guide for detailed information.
12.3.5 Source code smart editing for OpenVX and OpenCL

When a user edits a source file in VivanteIDE, the OpenVX/OpenCL keywords and predefined structure will be automatically highlighted. The Editor also supports keyword completion using keyboard combination "alt"+"/". In addition, the Outline view tab will provide structured information and quick navigation for the source file currently being edited.
12.3.6 Creating a Neural Network Inference Project from a model file

New project creation is available from the main menu.
1. Choose File→New→Project...

Figure 27. Source code smart editing for OpenVX and OpenCL (2)

Figure 28. Creating a Neural Network Inference Project from a model file (1)
2. In the **New Project - Select a wizard** dialog, open the C/C++ folder in the **Wizards** list box and select *OpenVXC Project*.

3. Click **Next** to continue.
4. In the **OpenVX C Project** dialog, enter the Project name. Check the **Use default location** checkbox. This will cause our new directory to be created in our workspace; note, the directory path is displayed.

5. Select Project type: **Executable -> OVX NN Inference C Project**.

6. Once the project name is entered, click **Next** to continue. The **OpenVX C Project - Basic Settings** dialog is displayed.

![Image](image.png)

**Figure 31. Creating a Neural Network Inference Project from a model file (4)**

7. Browse or input the information to select a **Model file** and a **Data file**.

8. Click **Next** to continue. The **OpenVX C Project - Conversion Settings** dialog is displayed. Make sure the **Add reference main.c** checkbox is checked.

   **Note:**
   
   - If **Add reference main.c** is checked, a `main.c` would be created by this wizard, or if unchecked `main.c` would not be created.
   
   - Function main() locates in `main.c`, `main.c` is just an application for testing the model.
   
   - Usually the NN model is a part of an OpenVX application, so writing function main to use the NN model is still necessary to execute the project if **Add reference main.c** is not checked.

9. Click **Next** to continue. The **OpenVX C Project - Select Configurations** dialog is now displayed.
10. Click the Finish button. The new project is now created. The new Project is viewable in the Project Explorer pane.
12.3.7 Building a sample project

1. On the Project tab, select Properties to open the Properties Setting dialog to modify the build settings.

![Figure 34. Building a sample project (1)](image)

2. There are build tools available that can be set for C or C++ projects.

![Figure 35. Building a sample project (2)](image)
3. The sample project 'vx_tutorial3' is ready to build after the build settings are saved. You can build the 'vx_tutorial3' project by using one of following two methods, with the target project selected in the left pane:
   - Choose from the main menu Project->Build Project.
   - Right-click the target project and select Build Project.

![Figure 36. Building a sample project (3)](image)

4. The build results are displayed on the Console and Problems tabs of the lower right pane of the application.

![Figure 37. Building a sample project (4)](image)
5. If No error occurs, build was successful, the executable file is displayed in the Project Explorer pane.

   ![Figure 36. Building a sample project (5)](image)

6. Use the Build Steps tab on the Properties > C/C++ Build > Settings dialog to customize the selected build configuration allowing for the specification of user defined build command steps, as well to enable displaying of descriptive messages in the build output, immediately before and after, normal build processing.

12.3.8 Debugging and profiling a project

1. To open the Debug Configurations dialog, select Run->Debug Configurations... from the main menu.
2. Set the dialog options, and then click Debug to debug your project.

   ![Figure 37. Debugging and profiling a project](image)
12.4 VivanteIDE GUI tools

VivanteIDE includes a number of different perspective views for different development tasks. Detail regarding each is provided in the in-application VivanteIDE User Guide, which is also provided as a standalone PDF. Here is a quick list of how to get started with these GUI perspectives depending on your development area.

12.4.1 Opening/Creating and configuring a project

In the left pane Project Explorer, right click on an existing project and select Load, or right click to expose the menu and select New to create a new project. Section 12.3 provides additional getting started details.

Follow the prompts to configure the project. Typical project API types include:

- OpenCL
- OpenGL
- OpenVX and OpenVX-NN
- Vulkan

Configuration details will vary depending on the API.

12.4.2 VPD Analyzer

The VPD Analyzer tool can be used to view and analyze data from a VPD file (extension .vpd) which is dumped by vProfiler. Refer to Section 12.2.5.1 on the driver environment variables required for set up of the vProfiler run-time environment for collecting performance statistics of an OpenGL/OpenGL ES application and the graphics pipeline.

To open the VPD Analyzer perspective based on a VPD file, click the icon from the toolbar or select Tools->VPD Analyzer->Load VPD File. ...
12.4.3 SPIR-V Disassembler

A SPIR-V Disassembler tool is provided as an aid in debugging Vulkan applications. If a SPIR_V file is already located in a project, simply double click on it to disassemble. Otherwise use the main menu File, Open file to locate the SPIR-V. Options can be set via the Window->Preferences dialog.

12.4.4 Shader Assistant

Shader Assistant perspective is provided for Shader program development for OpenGL, OpenCL and Vulkan projects. Shader Assistant provides an environment for editing, previewing, analyzing, and optimizing shader programs. Shader Assistant includes samples of shader programs, a number of standard meshes (sphere, cube, teapot, pyramid, etc.) and a text editor. These extra features will help programmers get a quick start on creating their shader programs.

There are two ways to switch to the Shader Assistant perspective view. From the main menu, choose Window -> Open Perspective -> Shader Assistant or, in the C/C++ Project Explorer pane, right click and select Develop Shader. Using the table in the left pane Preview Settings tab, select items in the Setting column and configure project as well as header, shaders, attributes, etc.
12.4.5 vTexture

Texture manipulation and viewing is available in four different areas of VivanteIDE:

- **Texture Editor** dialogs accessible from the Shader Assistant Preview Settings tab provides for texture customization, q.v. preceding Section 5.4 for launching Shader Assistant.

- **vTexture** Browser and Viewer panes are available from the main menu Window→Open Perspective→VTexture. It provides thumbnail and detail view of textures as well as the basic properties of the textures, such as image size and color depth.

![Figure 42. vTexture (1)](image1)

- **Convert Texture** provides a GUI for texture compression/decompression and tiling/de-tiling. It is accessible by clicking on the main menu Tools→Convert Texture. Note that **vTextureTools** is the command line tool version of this tool. Refer to Section 6.5 for details.

![Figure 43. vTexture (2)](image2)
12.5 VivanteIDE command line tools

For easy reference, the syntax for the VivanteIDE command line tools are provided on the following pages. You can also refer to the VivanteIDE User Guide or inline –h (help) for syntax for these command line tools.

12.5.1 Preparing the environment

Before running command line tools, be sure to prepare the environment as in the examples below.

For Linux
- Launch a BASH
- $ source installation_dir/ide/setenv-vivanteide<version> # initialize the environment

For Windows
- Launch a Command Shell
- > installation_dir/ide/setenv-vivanteide<version>.bat # initialize the environment

For vCompiler and vcCompiler, also refer to Section 12.2.9.2 for guidance on configuration.

12.5.2 vCompiler Command Line Syntax for OGL and OGLES

Open a Command prompt. Navigate to the folder which contains the vTextureTools files (for example, installation_dir/cmdtools/vCompiler and launch the vCompiler application executable using the command line syntax described below.

Make sure the configuration file is customized for your target environment. Refer to Section 3.2.3 for detail.

12.5.2.1 Syntax

Windows and Linux command line syntax is the same. Optional inputs are indicated by brackets. A fixed order for options in the command is not required.

vCompiler [-f <gpuConfigurationFile>] <shaderInputFileName> <shaderInputFileName_2> [ -c ] [ -h ] [ -l ] [-o <outputFileName> ] [-On ] [ -v ] [-x <shaderType> ]

12.5.2.2 Input parameters (required)

shaderInputFileName  shader input file name, which must contain one of the following file extensions:
vert   vertex shader source file
frag   fragment shader source file
vgcSL  previously compiled vertex shader input/output file
pgcSL  previously compiled pixel shader input/output file

12.5.2.3 Input parameters (optional)

shaderInputFileName_2  up to two shader files can be specified. The second shader file is optional but must have one of the file extensions described above for
shader InputFileName. If the first shader is a vertex shader, this second shader should be a fragment shader; conversely if the first shader is a fragment shader, the second should be a pixel shader.

Note: pre-compiled and compiled shaders may be mixed, as long as one is a vertex shader and the other a fragment shader.

-c Compile each vertex .vert file into a vgcSL file and/or fragment shader .frag file into a pgcSL only, with no merged result file of type .gcPGM.
If the –c option is not specified:
a) When only one shader is specified, that shader will be compiled into a .[v/p]gcSL file.
b) When two shaders are specified, one is assumed to be a vertex shader and the other a fragment shader. Each shader can be either a previously compiled .vgcSL or .pgcSL file or a .vert or .frag still to be compiled. The two will be merged into a .gcPGM file after successful compilation.

-f <gpuConfigurationFile> Specifies a configuration file (from VTK 1.6.2). If –f is not specified, the file viv_gpu.config in the vCompiler working directory will be used as the default configuration file. Example syntax:
   vCompiler -f viv_gpu_880.config foo.vert bar.frag
Note: vCompiler will not work correctly if the GPU configuration file cannot be found or contains incorrect content. See Section on vCompiler Core-Specific Configuration for .config file content organization.

-h Shows a help message on all the command options.

-l Create a log file. The log file name is created by taking the first input file name, then replacing its file extension with “.log”. If the input file name does not have a file extension, .log is appended, e.g.,
   myvert.vert => myvert.log
   inputfrag => inputfrag.log

-o <outputFileName> Specify the output file name. If the path is other than the current directory, it must also be specified. Any extension can be specified. If the extension is not specified, the following are supported default types:
   vgcSL compiled vertex shader output file, usually compiled from a .vert input source file (default result for single file compile)
   pgcSL compiled pixel shader output file, usually compiled from a .frag source input file.
   gcPGM compiled file merging vertex shader and fragment/pixel shader into a single output file

-0<n> Optimization level. Default is –02:
   -00 Disable optimizations
   -01 Some optimizations are enabled.
-O2 All optimization levels are on (default).

-v Verbose; prints compiler version and diagnostic messages to STDOUT.

-x<shaderType> Explicitly specifies the type of shader instead of relying on the file extension. This option applies to all following input files until the next -x option.

ShaderType: supported values for Shader type include:
- vert vertex shader source file
- frag fragment shader source file
- vgcSL compiled vertex shader input/output file
- pgcSL compiled pixel shader input/output file

-x none revert back to recognizing shader type according to the file name extension.

12.5.2.4 vCompilerOutput
Output files are placed in the current directory, unless another directory is specified with the –o option. The files can be of the three types described above under outputFileName value of the –o option.

12.5.2.5 vCompiler Syntax examples

vCompiler foo.vert produces foo.gcSH
vCompiler bar.frag produces bar.gcSH
vCompiler foo.vertbar.frag produces foo.gcPGM
vCompiler -v -l -O1 foo.vertbar.frag produces foo.gcPGM and foo.log
vCompiler -v -l -O1 -o foo_bar foo.vertbar.frag produces foo_bar.gcPGM and foo_bar.log

12.5.2.6 Example vCompiler Command Line Syntax
Optional inputs are indicated by brackets. A fixed order for options in the command is not required.

vCompiler [-f <gpuConfigurationFile>] <shaderInputFileName> [shaderInputFileName_2] [ -c ] [ -h ] [ -l ] [ -o <outputFileName> ] [ -On ] [ -v ] [ -x <shaderType> ]

12.5.3 vcCompiler Command Line Syntax for OCL
Open a Command prompt. Navigate to the folder which contains the vTextureTools files (for example, installation_dir/cmdtools/vCompiler and launch the vCompiler application executable using the command line syntax described below.

Make sure the configuration file is customized for your target environment. Refer to Section 3.2.3 for more details.

12.5.3.1 Syntax
Windows and Linux command line syntax is the same.
Optional inputs are indicated by brackets. A fixed order for options in the command is not required.

12.5.3.2 Input parameters (required)

OpenCLOrOpenVXFileName  
Input file name, which must contain one of the following file extensions:
  cl  OpenCL source file
  vx  OpenVX Vision source file
If an input file extension is not specified, vcCompiler will report a "wrong file extension" error.

12.5.3.3 Input parameters (optional)

OpenCLOrOpenVXFileName_2, _n  
Multiple input files can be specified. The second and additional files are optional but must have the appropriate file extension as described above. All files must be of the same type (.cl or .vx).

-allkernel  
Allows VX applications to create all kernels in one program and save them into one package.

-B  
Support source level intrinsic built-in functions.

-D <MacroDefinition>  
Predefined inline macro, as referenced in the input file.

-f <gpuConfigurationFile>  
Specifies a configuration file. If -f is not specified, the file viv_gpu.config in the vcCompiler working directory will be used as the default configuration file. Syntax example:
  vcCompiler -f viv_gpu_gc7000.config foo.cl
Note: vcCompiler will not work correctly if the GPU configuration file cannot be found or contains incorrect content. See Section on Core-Specific Configuration for Compiler Tools for .config file content organization.

-h  
Shows a help message on all the command options.

-I <IncludeDirectory>  
Specify the directory path for include files.

-K <KernelName>  
Link with kernel name. Default is main.

-l  
Create a log file. The log file name is created by taking the input file name, then replacing its file extension with "log". If there are multiple input files, the filename of the first input file will be used,
  inputcl.cl  =>  inputcl.log
  myvx1.vx myvx2.vx  =>  myvx1.log

-M  
Merge all compiled output from each file into one file. The combined output will have the name of the last input file combined with the output extension .gcPGM.
-O<n>  Optimization level. Default is -O2:
  -O0  Disable optimizations
  -O1  Some optimizations are enabled.
  -O2  All optimization levels are on (default).

-v  Verbose; prints compiler version and diagnostic messages to STDOUT.

12.5.3.4 vcCompiler Output
Output files are placed in the current directory. When compiled successfully, the supported output file extensions
for vcCompiler are:
   .clgcSL  compiled CL output file, compiled from a .cl input source file.
   .vxgcSL  compiled VX output file, compiled from a .vx input source file.

12.5.3.5 vcCompiler Syntax Examples
<IncludeDirectory>] [-K <KernelName>] [-M] [-B] <OpenCLorOpenVXFileName>
<OpenCLorOpenVXFileName_2> [-allkernel] . . .
vcCompiler -v -O1 foo.cl  produces foo.clgcSL
vcCompiler -v -l foo.vx  produces foo.vxgcSL and foo.log

12.5.4 vTextureTools command line tool
Open a Command prompt. Navigate to the folder which contains the vTextureTools files (for example,
installation_dir/cmdtools/vTextureTools and launch the vTextureTools application executable using the
command line syntax described below.

12.5.4.1 Syntax
The usage of the command line tool is as follows for compression/decompression:
   vTextureTools -c TYPE [-s SPEED] -src FILE [-dest FILE]
or
   vTextureTools -d TYPE -src FILE [-dest FILE]

The usage of the command line tool is as follows for tiling/de-tiling:
or

12.5.4.2 General parameters
General parameters:
   -h  show help
   -src [FILE]  source file - input image path and filename. vTexture will use the file extension
type as image type
   Note:
   for option -c compress, the application expects an input filename with a .TGA
extension;
for \texttt{\-d} decompression the application expects .DDS, .KTX or .PKM ;
for \texttt{\-t} tile the application expects .BMP or .TGA;
for \texttt{\-dt} detile the application expects .BMP or .TGA

\texttt{\-dest [FILE]} destination file - image path and filename.
Note: the application expects a filename with a .TGA, .DDS, .KTX or .PKM extension for compress/uncompress or .BMP or .RAW for tile/detile.
If the \texttt{-dest} parameter is not set, vTexture will auto generate a name for the newly generated file, using the source file name as the prefix appending critical parameters and file type information.

12.5.4.3 Compression/Decompression parameters
These parameters are used for compression and decompression:

\texttt{\-c} compress a source image of format uncompressed TGA
\hspace{1cm} \textbf{[TYPE]} specify the target output compression format:
\hspace{1.5cm} \texttt{-DXT1} compress image to DXT1 format (default format).
\hspace{1.5cm} \texttt{-DXT3} compress image to DXT3 format.
\hspace{1.5cm} \texttt{-DXT5} compress image to DXT5 format.
\hspace{1.5cm} \texttt{-ETC1} compress image to ETC1 format
\hspace{1.5cm} \texttt{-ETC2} compress image to ETC1 format

\texttt{\-d} decompress a source image of format specified by the value \textbf{[TYPE]}.
The resulting file type will be uncompressed TGA.
This option decompresses DXT1, DXT3, DXT5, ECT1 or ETC2 format image to TGA format.

\texttt{\-s} compression\textbf{[SPEED]}mode for ETCn images:
\hspace{1cm} \texttt{slow}
\hspace{1cm} \texttt{medium}
\hspace{1cm} \texttt{fast} (default)

12.5.4.4 Tile/De-Tile parameters
These parameters are used for tiling and de-tiling between linear and tiled formats:

\texttt{\-t} Convert linear data to tiled texture output

\texttt{\-st} Enable supertile format. This option is an alternate to \texttt{-t}. If \texttt{-st} and \texttt{-t} are used together, \texttt{-st}
will be set.

\texttt{\-dt} De-tile: Convert tiled texture to linear texture output

\texttt{\-2} Tile/de-tile in multi-format. Tile format is multi-tiled (when used with \texttt{-t}) or multi-supertiled (with \texttt{-st}).

\texttt{\-m} \textbf{[LAYOUT]}: layout mode for supertiled or multi-supertiled textures:
\hspace{1cm} \texttt{0}: Legacy supertile mode (default).
\hspace{1cm} \texttt{1}: Supertile mode when hardware has HZ.
2: Supertile mode when hardware has NEW_HZ or FAST_MSAA.

-r Specify output data as raw pixel output instead of BMP.

12.5.4.5 vTexture Syntax Examples

COMPRESS:

vTextureTools -c dxt1 -src d:\myfile.png -dest c:\compress.dds
vTextureTools -c dxt1 -src d:\myfile.tga -dest c:\compress.dds
vTextureTools -c etc1 -s slow -src d:\myfile.png -dest c:\compress.pkm
vTextureTools -c etc1 -s slow -src d:\myfile.tga -dest c:\compress.pkm
vTextureTools -c etc2 -s slow -src d:\myfile.bmp -dest c:\compress.ktx
vTextureTools -c etc2 -s slow -src d:\myfile.tga -dest c:\compress.ktx
vTextureTools -c etc2 -s src d:\myfile.tga -dest c:\compress.ktx
vTextureTools -c etc2 -s src d:\myfile.tga -dest c:\compress.pkm

DECOMPRESS:

vTextureTools -d etc1 -s c:\vtexin/myfile2.pkm -dest c:\vtextout/myfile2.tga
vTextureTools -d -src c:\vtexin/myfile3.dds -dest c:\vtextout/myfile3.tga [assumes DXT1]
vTextureTools -d tga -src d:\myfile.dds -dest c:\decompress.tga
vTextureTools -d tga -src d:\myfile.tga -dest c:\decompress.tga

TILE: LINEAR TO TILE CONVERSION:

Tile linear texture to standard tile texture
vTextureTools.exe -t -src 123.bmp
Tile linear texture to multi-tiled texture
vTextureTools.exe -t -2 -src 123.bmp
Tile linear texture to supertiled texture
vTextureTools.exe -st -src 123.bmp
Tile linear texture to multi-supertiled texture
vTextureTools.exe -2 -st-src 123.bmp
Tile linear texture to multi-supertiled texture and output rgb565
vTextureTools.exe -2 --raw=rgb565 -src 123.bmp
Tile linear texture to multi-supertiled texture with layout mode 2
vTextureTools.exe -st -2 -m 2 -src 123.bmp

DE-TILE: TILED TO LINEAR CONVERSION:

De-tile tiled texture to linear texture
vTextureTools.exe -dt -t -src 123-tiled.bmp
De-tile supertiled texture to linear texture
vTextureTools.exe -dt -st -src 123-supertiled.bmp
De-tile multi-supertiled texture to linear texture
vTextureTools.exe -dt -t -2 -src 123-tiled-multi-tiled.bmp
De-tile multi-Super-tiled texture with layout mode 2 to linear texture
vTextureTools.exe -dt -st -2 -m 2 -src 123-multi-supertiled-2.bmp
Chapter 13  GPU Tools

13.1  gpuinfo tool

13.1.1  Introduction

gpuinfo is a script to gather GPU runtime status through debugfs interface. It exports the following information:

- GPU hardware information.
- GPU total memory usage.
- GPU memory usage of certain process or all processes (user space only).
- GPU idle percentage.

13.1.2  Usage

The script is located at Yocto rootfs /unit_tests/. There are three ways to run it.

1. Normal run to get all GPU-related processes information:

   ```bash
   >/unit_tests/gpuinfo.sh
   ```

2. Get GPU information for certain process by clarifying the process id.
   The process id (pid) can be got by command ps or top. Take the process 1035 as example.

   ```bash
   >/unit_tests/gpuinfo.sh 1035
   ```

3. Get the GPU information for certain process by clarifying part of process name.
   Take the process sample_test_fbo as an example.

   ```bash
   >/unit_tests/gpuinfo.sh sample_test_fbo
   >/unit_tests/gpuinfo.sh sample
   >/unit_tests/gpuinfo.sh test
   ```

13.1.3  Sample log information

13.1.3.1  GPU hardware information

This section shows all GPU cores model name and revision information with index in the SoC.

The sample information:

```
GPU Info
gpu   : 0
model : 2000
revision : 5108

gpu   : 1
model : 320
revision : 5007

gpu   : 2
model : 355
revision : 1215
```
### 13.1.3.2 Total memory information

This part shows total GPU memory information.

<table>
<thead>
<tr>
<th>gcvPOOL_SYSTEM:</th>
<th>GPU reserved system memory.</th>
</tr>
</thead>
<tbody>
<tr>
<td>gcvPOOL_CONTIGUOUS:</td>
<td>contiguous memory allocated from CMA pool, low memory zone and high memory zone.</td>
</tr>
<tr>
<td>gcvPOOL_VIRTUAL:</td>
<td>non-contiguous memory allocated from low memory zone and high memory zone.</td>
</tr>
<tr>
<td>NON PAGED MEMORY:</td>
<td>Allocated from CMA pool(mainly for command buffer)</td>
</tr>
</tbody>
</table>

The sample information:

**VIDEO MEMORY:**
- gcvPOOL_SYSTEM:
  - Free: 124170474 B
  - Used: 10047254 B
  - Total: 134217728 B
- gcvPOOL_CONTIGUOUS:
  - Used: 0 B
- gcvPOOL_VIRTUAL:
  - Used: 0 B
- NON PAGED MEMORY:
  - Used: 0 B

**Paged memory Info**
- low: 892928 bytes
- high: 0 bytes
- CMA memory info
- cma: 0 bytes

### 13.1.3.3 Process user space GPU memory usage information

This part shows detail user space GPU memory usage per process.

<table>
<thead>
<tr>
<th>Index</th>
<th>memory for index buffer.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vertex</td>
<td>memory for vertex data buffer.</td>
</tr>
<tr>
<td>Texture</td>
<td>memory for texture buffer.</td>
</tr>
<tr>
<td>RT</td>
<td>memory for render target buffer.</td>
</tr>
<tr>
<td>Depth</td>
<td>memory for depth buffer.</td>
</tr>
<tr>
<td>Bitmap</td>
<td>memory for bitmap buffer.</td>
</tr>
<tr>
<td>TS</td>
<td>memory for tile status buffer.</td>
</tr>
<tr>
<td>Image</td>
<td>memory for vg image buffer.</td>
</tr>
<tr>
<td>Mask</td>
<td>memory for vg mask buffer.</td>
</tr>
<tr>
<td>Scissor</td>
<td>memory for vg scissor buffer.</td>
</tr>
<tr>
<td>HZDepth</td>
<td>memory for hierarchical Z depth buffer.</td>
</tr>
</tbody>
</table>
The sample information:

**VidMem Usage (Process 1106):**

**Counter: vidMem (for each surface type)**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
<th>Index</th>
<th>Vertex</th>
<th>Texture</th>
<th>RT</th>
<th>Depth</th>
<th>Bitmap</th>
<th>TS</th>
<th>Image</th>
<th>Mask</th>
<th>Scissor</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HZDepth</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Current</strong></td>
<td>10047254</td>
<td>489362</td>
<td>1213248</td>
<td>435200</td>
<td>3866624</td>
<td>3727360</td>
<td>0</td>
<td>36352</td>
<td>0</td>
<td>0</td>
<td>245760</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
<td>10047254</td>
<td>489362</td>
<td>1213248</td>
<td>435200</td>
<td>3866624</td>
<td>3727360</td>
<td>0</td>
<td>36352</td>
<td>0</td>
<td>0</td>
<td>245760</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>10047254</td>
<td>489362</td>
<td>1213248</td>
<td>435200</td>
<td>3866624</td>
<td>3727360</td>
<td>0</td>
<td>36352</td>
<td>0</td>
<td>0</td>
<td>245760</td>
</tr>
</tbody>
</table>

**Counter: vidMem (for each pool)**

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<th>All</th>
<th>1</th>
<th>2</th>
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<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Current</strong></td>
<td>10047254</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
<td>10047254</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td><strong>Total</strong></td>
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<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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</tr>
</tbody>
</table>

**Counter: nonPaged**

<table>
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<th>All</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Current</strong></td>
<td>0</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
<td>0</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>0</td>
</tr>
</tbody>
</table>

**Counter: contiguous**

<table>
<thead>
<tr>
<th></th>
<th>All</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Current</strong></td>
<td>0</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
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<td><strong>Total</strong></td>
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**Counter: mapUserMemory**

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**Counter: mapMemory**

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<tr>
<td><strong>Total</strong></td>
<td>134217728</td>
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### 13.1.3.4 GPU idle percentage

This part shows GPU idle percentage in past 1s.

The sample information:

```
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13.3 Apitrace user guide

13.3.1 Introduction

Apitrace is a set of tools enhanced from open source project apitrace, supported by i.MX 6, i.MX 7, and i.MX 8 with Vivante GPU IP. This tool can dump OpenGL/GLES1.1/GLES2.0/GLES3.0 API calls and replay on a wide range of other devices. For more information, see apitrace.github.io/.

13.3.2 Install

13.3.2.1 Yocto

APITrace source code release is part of the i.MX Yocto Project Linux BSP release. The source code have more patches added on top of official API Trace release. The Yocto Project recipes pull the apitrace source package and install as needed for supported backend.

13.3.2.2 PC

APITrace have set of PC tools. Prebuilt binary packages can be directly downloaded from APITrace website. Currently supports Ubuntu 14.04 LTS, 64-bit.

```
sudo apt-get install libgles1-mesa libgles2-mesa libqt4-dev
```

13.3.3 Usage

13.3.3.1 Trace OpenGL ES1.1/2.0/3.0 application

```
apitrace trace --api=egl <app name and arguments>
```

E.g., apitrace trace --api=egl es2gears_x11

It generates trace file (.trace) under the current directory. To specify a new path, use --output=<path_name>

13.3.3.2 Trace OpenGL ES 1.1/2.0/3.0 Java application on the Android platform

On the Android platform, a GLES application can be native (e.g., frameworks/native/opengl/angeles). This type of application can be traced as normal Linux application. Some other applications involving the Java virtual machine cannot run in this way. A script apitrace_dalvik.sh is provided to run this type of application. This is an example to trace com.android.settings:

```
sh /data/apitrace/bin/apitrace_dalvik.sh com.android.settings start
```

To stop tracing, run:

```
sh /data/apitrace/bin/apitrace_dalvik.sh com.android.settings stop
```

Because there is no “current” directory for a Java application, the trace file is stored to under /sdcard/

If apitrace is installed in a different directory, you need to update apitrace_dalvik.sh by hand

13.3.3.3 Trace OpenGL application

```
apitrace trace --api=glx <app name and arguments>
```

Only the X11 backend supports this feature

13.3.3.4 Replay

This utility is also called retrace. It reads in the trace file and executes OpenGL(ES) APIs one by one. Each OpenGL(ES) API call is processed by a callback function. In that callback function, a hook can be inserted for debug or analysis purposes.
OpenGL ES 1.1/2.0/3.0 applications can be replayed with eglretrace; OpenGL applications can be replayed with glretrace:

```
eglretrace <trace file>
glretrace <trace file>
```

13.3.3.4.1 Analysis

qapitrace provides a detailed look at the trace file. It can only run on a PC. It was verified on Ubuntu 14.04 LTS 64-bit. The command is:

```
qapitrace <trace file name>
```
Figure 48. Checking state of every API call

Figure 49. Checking Framebuffer
13.3.4 Reference

1. Apitrace introduction: apitrace.github.io/

Figure 50. Checking Texture

Figure 51. Checking performance
Chapter 14  GPU Memory Introduction

14.1 GPU memory overview

- OpenGL-ES
  - Texture buffer
  - Vertex buffer
  - Index buffer
  - PBuffer surface
  - Color buffer
  - Z/Stencil buffer
  - HZ depth buffer
  - Tiled status buffer
  - 3D Command buffer
  - 3D Context buffer

- OpenVG
  - Image buffer
  - Tessellation buffer
  - VG command buffer
  - VG context buffer

- 2D buffers
  - 2D command buffer
  - 2D temporary buffer

14.2 GPU memory pools

- Reserved memory
  In the Linux 3.10.y kernel, the memory is reserved from CMA implemented in the GPU kernel driver, the size can be changed through U-Boot args with "galcore.contiguoussize =xxx"
  The memory allocation and lock very fast, but cannot support cacheable attribute.

- Contiguous memory
  The contiguous memory is from CMA or Normal or Highmem with alloc_pages_exact.
  The GPU driver tries the CMA allocator for non-cacheable request first. If CMA memory is used up, it goes to system allocator.
  The CMA allocator does not support the cacheable attribute, the system allocator supports cacheable attribute, but the memory performance is slow with the additional cache flush operations.

- Virtual memory pool
  The virtual memory is from Normal or Highmem with multiple page_alloc.
  The memory support cacheable attribute, but slow with GPU MMU and cache flush.
  The GPU virtual command buffer is allocated from virtual memory pool directly.

- Nonpaged memory pool
  In the 5.x GPU driver, this pool is not used any more

14.3 GPU memory allocators

Two kinds of allocators are implemented in i.MX GPU kernel driver, see drivers/mxc/gpu-viv/

- The video memory allocator implementation is very complicated. The memory is from the reserved pool, system contiguous pool (supports CMA), or system virtual pool (enables GPU MMU).
- The CMA allocator supports non-cacheable contiguous memory. It is implemented as a part of contiguous pool. When the system requests contiguous memory, the allocator tries CMA first. If CMA is used up, it goes to allocate the system contiguous pages.
- GPU memory-killer is implemented for special requirement of force contiguous GPU memory.
14.4 GPU reserved memory
- The reserved memory is managed by two dual linked lists, one is free list, and another is node list.
- When allocate the reserved memory, the free list is scanned from head to tail until an available node is selected, it is very fast but makes more memory fragments, under test, 10~20M of 128M is not available to use after a lot of allocate/free operations.
- When the available node is selected, it is removed from the free list, but it always keeps the dual linked nodes to merge the conjoint available memory when freed.
- The reserved memory is mapped once when application process is attached, during 3D application running, the memory map/un-map operations are very fast, the virtual address is just calculated with logical base and offset.

14.5 GPU memory base address
- GPU support contiguous physical memory within (0~2G) address directly:
  - GPU address = CPU Physical address – GPU BaseAddress
- GPU MMU is enabled for two kinds of memory type as below:
  - Separated page memory from Virtual memory pool
  - Contiguous page memory with address out of (0~2G)
- BaseAddress should be set to RAM start address to achieve the better performance by reducing GPU MMU mapping.
Figure 53. GPU memory base address
Chapter 15   Application Programming Recommendations

The recommendations listed below take a holistic approach centered on overall system level optimizations that balance graphics and system resources.

15.1 Understanding the system configuration and target application

Knowing details about the application and use case allows developers to correctly utilize the hardware resources in an ideal access pattern. For example, an implementation for a 2D or 3D GUI could be rendered in a single pass instead of multiple passes if the draw call sequence is correctly ordered. In addition, knowing the most common graphics function calls allow developers to parallelize rendering to maximize performance.

Using Vivante and vendor-specific SoC profiling tools, you can determine bottlenecks in the GPU and CPU and make changes as needed. For example, in a 3D game, most CPU cycles may be spent on audio processing, AI, and physics and less on rendering or scene setup for the GPU. In this instance, the application is CPU-bound and configurations dealing with non-graphics tasks need to be reviewed and modified. If the system is GPU-bound, the profiler can point out where the GPU programming code bottlenecks are located and which sections to optimize to remove restrictions.

15.2 Optimizing off-chip data transfer such as accessing off-chip DDR memory/mobile DDR memory

Any data transfer off-chip takes bandwidth and resources from other functional blocks in the SoC, increases power, and causes additional cycles of latency and delay as the GPU pipeline needs to wait for data to return from memory. Using on-chip cache and writing the application to better take advantage of cache locality and coherency increase performance. In addition, accessing the GPU frame buffer from the CPU (not recommended) cause the driver to flush all queued render commands in the command buffer, slowing down performance as the GPU has to wait since the command queue is partially empty (inefficient use of resources) and CPU-GPU synchronization is not parallelized.

15.3 Avoiding W-clipping issue in the application program

The w-clipping overflow issue typically occurs with these three factors:

- **Objects with very large primitives.** In a 3D scene, this is usually the sky, the outer world or a long road that expands far behind the camera and far in front of the camera. At the same time, the object may also expand far in either the x or y direction.
- **Near-plane with a very small value.** Usually this value is very close to zero. An example would be $10^{-4}$
- **Large screen resolution.**

These three factors can cause the final window coordinate to overflow the 24-bit mantissa precision in IEEE single precision floating point format.

The following are suggested ways to modify an application to avoid overflow:

1. For draw calls with very large primitives such as sky or world, set the near-plane to 0.99 as an initial value.
2. If this removes the rendering error and the entire scene is rendered correctly, the issue can be considered resolved.
3. If the rendering error is still there and no desired objects are being culled (or there are no missing objects), increase the near-plane value until the rendering error disappears.
4. If the near-plane value is large (>10.0) already, the issue persists and some desired objects are being culled, reduce the near-plane value until the desired objects appear again then go to the next step.

5. Tessellate the large objects into smaller primitives until the rendering error disappears.

Please note that the suggested near plane adjustment can be done on a per draw call basis, and only needs to be modified for objects with very large primitives. Some applications scale the object by reduce the w value in vertex shader, as change w value will finally affect the near plane, this is not recommended, a better way to scale the object is scale the x, y, z coordinate, not w.

### 15.4 Avoiding GPU hanging and data corruption when using occlusion query

**Description:**
On i.MX 6Dual/Quad GPU IP, both Hierarchical Depth (HZ) write and Occlusion Query (OQ) write share the same port. If HZ Fast Clear (FC) is enabled, and OQ uses the HZ port to perform a write, the HZ FC data may become corrupted, even lead to GPU hang unexpectedly.

**Software Workaround:**
A software workaround is recommended for this issue and is available from L4.9 bsp release. Because the issue occurs very infrequently, a per-application work around is most efficient. Software will disable HZ with a per-app detection and also provide a new environment variable control (VIV_DISABLE_HZ).

### 15.5 Avoiding random cache or memory access

Cache thrashing, misses, and the need to access data in external memory causes performance hits. An example would be random texture cache access since it is expensive when performing per-pixel texture reads if the texture units need to access the cache randomly and go off-chip if there is a cache miss.

### 15.6 Optimizing your use of system memory

Memory is a valuable resource that needs to be shared between the GPU (frame buffer), CPU, system, and other applications. If you allocate too much memory for your OpenGL ES application, less memory is available for the rest of the system, which may impact system performance. Claim enough memory as needed for your application then deallocate it as soon as your application no longer needs it. For example, you can allocate a depth buffer only when needed or if your application only needs partial resources, load the necessary items initially and load the rest later.

### 15.7 Targeting a fixed frame rate that is visibly smooth

Smooth frame rate is achieved from a combination of a constant FPS and the lowest FPS (frames per second) that is visually acceptable. There is a trade-off between power and frame rates since the graphics engine loading increases with higher FPS. If the application is smooth at 30 FPS and no visual differences for the application are perceived at 50 FPS, then the developer should cap the FPS at 30 since the extra 20 FPS do not make a visual difference. The FPS limit also guarantees an achievable frame rate at all times. The savings in FPS help lower GPU and system power consumption.

### 15.8 Minimizing GL state changes

Setting up state values between draw calls adds significant overhead to application performance so they must be minimized. Most of these call setups are redundant since you are saving / restoring states prior to drawing. Try to avoid setting up multiple state calls between draw calls or setting the same values for multiple calls. Sometimes when a specific texture is used, it is better to sort draw calls around that texture to avoid texture thrashing which inhibits performance. Application developers should also try to group state changes.
15.9 Batch primitives to minimize the number of draw calls

When your application submits primitives to be processed by OpenGL ES, the CPU spends time preparing commands for the GPU hardware to execute. If you batch your draw calls into fewer calls, you reduce the CPU overhead and increase draw call efficiency. Batch processing allows a group of draw calls to be quickly executed without any intervention from the CPU (driver or application) in a fire-and-forget method.

Some examples of batching primitives are:

- Branching in shaders may allow better batching since each branch can be grouped together for execution.
- For primitives like triangle strips, the developer can combine multiple strips that share the same state to save successive draw calls (and state changes) into a single batch call that uses the same state (single setup) for many triangles.
- Developers can also consolidate primitives that are drawn in close proximity to take advantage of spatial relationships. If the batched primitives are too far apart, it is more difficult for the application to effectively cull if they are not visible in the frame.

15.10 Performing calculations per vertex instead of per fragment/pixel

Since the number of vertices is usually much less than the number of fragments/pixels, it is cheaper to do per vertex calculations to save processing power.

15.11 Enabling early-Z, hierarchical-Z, and back face culling

Hardware support of depth testing to determine if objects are in the user’s field of view are used to save workload and processing on vertex and pixel processing. If the object is in view, then the vertices are sent down the pipeline for processing. If the object is hidden or not viewable, the triangles are culled and not sent to the pipeline. This improves graphics performance since computations are only spent on visible objects. If the application already knows details about the contents and relative position of objects in the scene or screen, the developer can use that information to automatically bound areas that never need to be touched (for example an automotive application that has multiple layers of dials where parts of the underlying dials are occluded can have the application avoid occluded areas from the beginning). Another optimization is to perform basic culling on the CPU since the CPU has first-hand information about the scene details and object positions so it knows what scene data to send to the GPU.

15.12 Using branching carefully

Static branches perform well since states are known but they tend to use many general purpose registers. An example is a long shader that combines multiple shaders into a single, large shader that reduces state changes and batch draw calls. Dynamic branching has non-constant overhead since it processes multiple pixels as one and everything executes whether a branch is taken or not. In other words, dynamic branching goes through different permutations/branches in parallel to reach the correct results. If all pixels take the same path, then performance is good. The more pixels processed translates to higher overhead and lower performance. For dynamic branching, smaller pixel sizes/groups are optimal for throughput. Developers need to be aware of branching in their code to make sure excessive calculations and branches are efficient. Profiling tools can help determine if certain parts of code are optimized or not.
15.13 Using VBOs instead of static or stack data as vertex data

A vertex buffer object (VBO) is a buffer object that provides the benefits of vertex array and display list and allows a substantial performance gain for uploading data (vertex position, color, normals, and texture coordinates) to the GPU. VBOs create buffer objects in memory and allow the GPU to directly access memory without CPU intervention (DMA). The memory manager can optimize buffer placement using feedback from the application. VBOs can also handle static and dynamic data sets and are managed by the Vivante driver. The benefits of each are:

- A vertex array reduces the number of function calls and allows redundant data to be shared between related vertices, instead of re-sending all the data each time. Access to data can be referenced by the array index.

- The display list allows commands to be stored for later execution and can be used repeatedly over multiple frames without re-transmitting data, thus minimizing CPU cycles to transfer data. The display list can also be shared by multiple OpenGL / OpenGL ES clients so they can access the same buffer with the corresponding identifier. If you put computationally expensive operations (ex. lighting or material calculations) inside display lists, then these computations are processed once when the list is created and the final result can be re-used multiple times without needing to re-calculate again.

If you combine the benefits of both by using VBO, the performance is enhanced over static or stack data sets.

15.14 Using dynamic VBO when the data is changing frame by frame

Locking a static vertex buffer while the GPU is using it can create a performance penalty since the GPU needs to finish reading the vertex data from the buffer before it can return to the calling application. Locking and rendering from a static buffer many times per frame also prevents the GPU buffering render commands since it must finish commands before returning the lock pointer. Without buffered commands the GPU remains idle until the application finishes filling the vertex buffer and issues the draw commands.

If the scene data never changes from frame to frame then a static buffer may be sufficient. With newer applications (ex. games, maps) that have dynamic viewpoints where vertex data changes multiple times per frame or frame-to-frame, then a dynamic VBO is required to ensure performance is still met. If the current buffer is being used by the GPU when a lock is called, a pointer to a new buffer location is returned to the application to ensure updated data is written to the new buffer. The GPU can still access the old data (current buffer) while the application puts updated data into the new buffer. The Vivante memory management unit and driver automatically take care of allocating, re-allocating, or destroying buffers.

You can implement dynamic VBO depending on your preference, but one recommendation is to allocate a 1 MB dynamic VBO block and upload data to using different offsets for each dynamic buffer. If the buffer overflows you can loop back and use location offset 0 again.

15.15 Tessellating your data to make Hierarchical Z (HZ) work

We can break this into how OpenGL and OpenGL ES handle this use case. OpenGL only renders simple convex polygons (edges only intersect at vertices with no duplicate vertices and only two edges meet at any vertex), in addition to points, lines, and triangles. If the application requires concave polygons (polygons with holes or intersecting edges), those polygons need to be subdivided into simple convex polygons, which is called tessellation (subdividing a polygon mesh into a bunch of smaller meshes). Once you have all the meshes in place our HZ hardware can automatically cull hidden polygons to efficiently process the frame, effectively breaking the frame into smaller chunks that can be processed very fast.
OpenGL ES only renders triangles, lines, and points. The same concepts apply as in OpenGL, which is to avoid very large polygons by breaking them down into smaller polygons where our internal GPU scheduler can distribute them into multiple threads to fully parallelize the process and remove hidden polygons.

15.16 Using dynamic textures as a texture cache (texture atlas)
The main reason for using dynamic textures as a cache is the application developer can create one larger texture that is subdivided into different regions (texture atlas). The application can upload data into each region and use an application side texture atlas to access the data. Each dynamic texture and sub-region can be locked, written to, and unlocked each frame, as needed. This method of allocating once is more efficient than using multiple smaller textures that need to be allocated, generated, and then destroyed each time.

15.17 Stiching small triangle strips together
It is better to combine several small, spatially related triangle strips together into a larger triangle stip to minimize overhead and increase performance. For each triangle strip, there are overhead and start up costs that are required by the CPU and GPU, including state loads. If there are too many small triangle strips that need to be loaded, this impacts performance. An application developer can combine multiple triangle strips by adding a degenerate triangle to join the strips together. The overhead to restart multiple new strips is much higher than adding the degenerate triangle.

15.18 Specifying EGL configuration attributes precisely
To obtain a 16 bit/pixel window buffer for rendering, the EGL config attributes need to be specified precisely according to the EGL spec. Specifying inaccurate EGL attributes may result in getting a 32-bit bit/pixel window buffer which doubles the bandwidth requirement for rendering which in turn leads to lower performance.

15.19 Using aligned texture/render buffers
The GPUs work on buffers with hardware-specific width/height alignment for better efficiency. Use the available API to query the GPU buffer alignment and allocate the texture / render buffers to satisfy these requirements, to avoid the cost of copies to aligned shadow memory.

15.20 Disabling MSAA rendering unless high quality is needed
Although MSAA rendering can achieve higher image quality with smoother lines and triangle edges, it requires much higher (4x, 8x) bandwidth because it has to rendering a single pixel 4x/8x times. So, if high rendering quality is not required, MSAA should be disabled.

15.21 Avoiding partial clears
Most GPUs have special hardware logic to do a fast clear of an entire buffer. So it is better to utilize the fast clear function to clear the entire buffer then render graphics again, instead of doing a partial clear to preserve a graphics region. If a partial clear is required by the application, make sure the clear area is aligned according to the GPU-specific requirements. Unaligned partial clears are expensive and should be avoided.
15.22 Avoiding mask operations
Do not use mask unless the mask is 0 (other than when you need a specific render quality). Clearing a surface with mask (color /depth stencil mask) could have a performance penalty. Pixel mask operations are normally pretty expensive on some GPUs as the mask operation has to be done on every single pixel.

15.23 Using MIPMAP textures
MIPMAP textures enable the application to sample a lower resolution texture image (1/2, 1/4, 1/8, 1/16, ... size of the original texture image) when the triangle is rendering further away from the view point. Thus, the bandwidth required to read the texture image is reduced which leads to better performance.

15.24 Using compressed textures if constriicted by RAM/ROM budget
Compressed textures are normally only a fraction (up to 1/8) of the original texture size. Using compressed textures reduces the storage requirements in memory and can also reduce the required texture upload bandwidth, when using a format that is supported natively by the hardware. Compressed textures should not be chosen, if only for the purposes of reducing the memory bandwidth required for sampling of the texture during rendering. This is because due to a fixed read request size from the GPU, the memory controller load is the same as for an uncompressed texture.

15.25 Drawing objects from near to far if possible
Drawing objects from near to far normally has better performance because the objects in the near foreground can block entire or partial objects in the background. Most GPUs have early Z rejection logic to reject the pixels that fail a Z compare. The GPU can skip fragment shader computations on these rejected pixels.

15.26 Avoiding indexed triangle strips
Index triangle strips can usually maximize the vertex cache utilization as each set of vertex data can be used in two triangles. There is however an errata in the GC2000 and GC880 GPUs which requires a SW conversion of indexed triangle strips to triangle lists in the driver. For small strips the conversion overhead is negligible, but for large geometries a different primitive type should be used.

15.27 Limiting vertex attribute stride within 256 bytes
Most Vivante GPUs provide native support for a 256 byte vertex attribute stride. If the vertex attribute stride is larger than 256 bytes, then the driver has to copy the vertex data around. Hardware versions v55 and higher (such as the GC7000L v55) support a 2048 byte vertex attribute stride as required in the OES3.1 spec.

15.28 Avoiding binding buffers to mixed index/vertex array
Most of Vivante GPUs do not natively support mixed index/vertex arrays. So the Vivante driver must copy the index and vertex data around to form separate vertex data streams for the GPU. Avoid mixing index and vertex data so the driver does not have to incur a performance hit while performing this task.
15.29 Avoiding using CPU to update texture/buffer contexts during render
Do not use the CPU to update texture/buffer contexts in the middle of rendering. Using the CPU to update texture/buffer causes the rendering pipeline to flush and stall, so that CPU can safely update the buffer contents. The pipeline flush/stall/resume causes significant performance impact.

15.30 Avoiding frequent context switching
Context switch is an inherently expensive operation as many GPU states need to be reset to start a new rendering context. Thus, frequent context switching has a negative impact on application performance.

15.31 Optimizing resources within a shader
Most GPUs have optimal support for a limited amount of resources (uniforms, varying, etc.). Using resources beyond the optimal working set causes the GPU to fetch/store resources from a lower performance memory pool and shader performance is negatively impacted.

15.32 Avoiding using glScissor Clear for small regions
glScissor Clear for small regions (less than 16x8 aligned window) fall back to CPU so the performance is not optimal.

15.33 Using PRE to accelerate data transfer
PRE is an optimized hardware that can transform tiled format image to linear framebuffer. With PRE, GPU can only output tiled render target and has no need to resolve it. To enable the PRE feature, set the environment GPU_VIV_EXT_RESOLVE variable to 1; otherwise set it to 0. Its default value on the FB backend is 1, which means PRE is enabled by default on FB.

Warning: VG use cases can only output the linear format image. It is impossible to render linear and tiled format target to the same framebuffer at the same time. Therefore, when running 3D use cases with PRE and VG use cases together, there is garbage on the display. Besides, when running 3D use cases with PRE, the framebuffer format is changed from linear to tiled. It is the user’s responsibility to convert the format back after the use cases end, or the display is abnormal when showing the FB console.

15.34 i.MX 8QuadMax dual-GPU performance
For some legacy applications with small texture/rendering size and less shader complex, dual-GPU performance may become worse than single GPU mode, because the driver needs to take more CPU effort for dual-GPU programming, and the driver overhead is more significant than GPU load in the hardware pipeline. For such a kind of legacy case, the users can single-GPU to achieve better performance on the i.MX 8QuadMax.
Chapter 16  Demo Framework

16.1  Overview
This document describes the NXP Demo Framework, targeted at platform agnostic development of graphical demos. It covers the goals, architecture and instructions of how to use it across platforms, examples and best practices.

16.1.1  Executive summary
- Write a demo application once.
- Run it on Android, Yocto Linux, Ubuntu and MS Windows.¹
- Easily portable to additional platforms.
- Supports: OpenGL ES2, OpenGL ES3, OpenVG and experimental G2D support.

16.1.2  Technical overview
- Written in a limited subset of C++11 and uses RAII to manage resources.
- Uses a limited subset of STL to make it easier to port.
- No copyleft restrictions from GPL / L-GPL licenses²
- Allows for direct access to the expected API’s (EGL, ES2, ES3, VG)
- Provides optional helper classes for commonly used tasks
  - Matrix, Vector3, GLShader, GLTexture, etc
- Services
  - Keyboard & mouse
  - Persistent data manager
  - Assets management (models, textures)
- Defines a standard way for handling
  - Init, shutdown & window resize.
  - Program input arguments.
  - Input events like keyboard, mouse and touch.
  - Fixed time-step and variable time-step demo implementations.
  - Logging functionality.

¹ “Yocto Linux” or Yocto in the demo framework section means the BSP release.
² We don’t use GPL or LGPL.
16.2 Introduction

The Demo Framework is a multi-platform framework that enables demos to run on various platforms without any changes. The framework abstracts away all the boilerplate & OS specific code of allocating surfaces, creating the context, model loading, texture loading, shader compilation, render loop, animation ticks, benchmarking graph overlays etc. This allows the demo/benchmark developer to focus on writing rendering code. It also enables them to develop demos on PC or Android where the tool chain and debug facilities allows for faster turnaround time and then take the working code and deploy without code changes to the supported platforms. The platforms we currently support are Windows (for development via emulated backends), Android NDK and Linux with various windowing systems. The framework allows us to provide ‘real’ comparative benchmarks between the different OS and windowing systems we support, since we can run the exact same demo/benchmark code on them all. The long term plans for the framework include extending it with support for other relevant API’s.

16.3 Design overview

The framework is written in C++ and uses RAII\(^3\) to manage resources. The resource management code focuses on ‘ease of use’ over raw performance, since it’s mainly run on construction and destruction of the demo. To allow the demo framework to be easily portable to new platforms, its functionality is split into two parts: ‘core’ and ‘services’. The core framework depends on a limited subset of STL to make it easier to port. Framework services come with their own set of library requirements. The model importer Assimp\(^4\) requires boost to be available on the platform. Besides the demo framework core and demo framework services, there is a set of helper classes for commonly used functionality, which makes it easier to write demo’s for the API’s we support. The helper classes do not depend on the demo framework and can be used in any program for the given API. For example, for OpenGL ES, there is a GLShader and GLProgram class that hides away the complexities of compiling the shader object and linking the program object and since they are RAII objects, they also clean up after themselves once you are done with them.

Since our primarily supported BSPs are based on Linux OS, we decided to use an input argument framework that is compatible with the standard Unix parameter format, like the one exposed by getopt\(^5\).

\(^3\) [http://en.wikipedia.org/wiki/Resource_Acquisition_Is_Initiation](http://en.wikipedia.org/wiki/Resource_Acquisition_Is_Initiation)
\(^4\) [http://www.assimp.org/](http://www.assimp.org/)
\(^5\) We do however not utilize getopt to remain GPL free across platforms.
16.4 High level overview
The framework consists of three high level domains.

16.4.1 DemoMain
All the code that binds everything together and it is platform independent.
- It gets the current demo setup:
  - Which demo host to utilize for the demo.
  - Which demo application that needs to be run.
- It parses the input arguments.
- It launches the demo host.
- It logs any errors that might occur.

16.4.2 DemoHost
The demo-host is responsible for init & shutdown of the host environment and running the main loop.
The main loop utilizes the DemoAppManager to control the life of the DemoApp.
In other words, the DemoHost is the graphics API specific code needed to initialize and shutdown a given API and some code to run a render loop. All the API and platform independent code of the render loop resides inside the DemoAppManager class.
The exact capabilities of a DemoHost are also platform dependent. For example, some EGL implementations support running OpenVG and OpenGL ES, allowing a demo app to utilize both API’s at once. This is not something that is supported by most windows emulation layers.
16.4.3 DemoApp

A demo application written for one or more specific APIs which are supported by a specific DemoHost. The demo is usually platform independent – the exception to the rule is if it depends on specific features that only exist on certain platforms.

16.5 Demo application details

The following description of the demo application details uses a GLES2 demo named ‘S01_SimpleTriangle’ as example. It lists the default methods that a demo should implement, the way it can provide customized parameters to the windowing system and how asset management is made platform agnostic.

16.5.1 Demo method overview

This is a list of the methods that every Demo App is most likely to override⁶.

```cpp
// Init
S01_SimpleTriangle(constDemoAppConfg & config)
// Shutdown
~S01_SimpleTriangle()
// OPTIONAL: Custom resize logic (if the app requested it). The default logic is to
// restart the app.
void Resized(constPoint2 & size)
// OPTIONAL: Fixed time step update method that will be called the set number of times
// per second. The fixed time step update is often used for physics.
void FixedUpdate(constDemoTime & demoTime)
// OPTIONAL: Variable time step update method.
void Update(constDemoTime & demoTime)
// Put the rendering calls here
void Draw(constDemoTime & demoTime)
```

When the constructor is invoked, the Demo Host API will already be setup and ready for use, the demo framework will use EGL to configure things as requested by your EGL config and API version.
It is recommended that you do all your setup in the constructor.
This also means that you should never try to shutdown EGL in the destructor since the framework will do it at the appropriate time. The destructor should only worry about resources that your demo app actually allocated by itself.

16.5.1.1 Resized

The resized method will be called if the screen resolution changes (if your app never changes resolution this will never be called)⁷.

16.5.1.2 FixedUpdate

Is a fixed time-step update method that will be called the set number of times per second. The fixed time step update is often used for physics⁸.

---

⁶ See DemoFramework\FslDemoApp\include\FslDemoApp\ADemoApp.hpp for a complete list.
⁷ This version of the framework always restart the app, so this will never be called.
16.5.1.3 Update
Will be called once before every draw call and you will normally update your animation using delta time.
For example if you need to move your object 10 units horizontally per second you would do something like
\[ m_{\text{positionX}} += 10 \times \text{demoTime.DeltaTime}; \]

16.5.1.4 Draw
Should be used to render graphics.

16.5.2 Fixed or variable timestep update
Depending on what your demo is doing, you might use one or the other - or both. It’s actually a very complex topic
once you start to dig into it, but in general anything that need precision and predictable/repeatable calculations,
like for example physics, often benefits from using fixed time steps. It really depends on your algorithm and it’s
recommended to do a couple of google searches on fixed vs variable, since there are lots of arguments for both.
It’s also worth noting that game engines like Unity3D\(^9\) support both methods.

16.5.3 Execution order of methods during a frame
The methods will be called in this order
- Events (if any occurred)\(^10\)
- Resized\(^11\)
- FixedUpdate (0-N calls. The first frame will always have a FixedUpdate call)
- Update
- Draw

After the draw call, a swap will occur.

16.5.4 Exit
The demo app can request an exit to occur, or it can be terminated via an external request.
In both cases one of the following things occur.
1. If the app has been constructed and has received a FixedUpdate, then it will finish its FixedUpdate,
Update, Draw, swap sequence before its shutdown.
2. If the app requests a shutdown during construction, the app will be destroyed before calling any other
method on the object (and no swap will occur).

The app can request an exit to occur by calling:
\[ \text{GetDemoAppControl()}{\rightarrow}\text{RequestExit(1);} \]

16.5.5 Dealing with screen resolution changes
Per default the app is destroyed and recreated when a resolution change occurs\(^12\).
It is left up to the DemoApp to save and restore demo specific state.

---
\(^8\) This version uses a fixed update frequency of 60 ticks per second. This will be configurable in the future.
\(^9\) http://unity3d.com/
\(^10\) For an example of event handling see the “DemoApps\GES2\InputEvents” sample.
\(^11\) In this version of the framework this is never called as the app will be recreated on screen size changes
(future versions will allow demo apps to handle resize events if they so desire)
\(^12\) Future versions will allow demo apps to handle resize events if they so desire.
16.5.6 Content loading

The framework supports loading files from the Content folder on all platforms.

Given a content folder like this:

```
Content/Texture1.bmp
Content/Stuff/Readme.txt
```

You can load the files via the `IContentManager` service that can be accessed by calling

```
std::shared_ptr<IContentManager> contentManager = GetContentManager();
```

You can then load files like this:

**Binary file:**

```
std::vector<uint8_t> content;
contentManager->ReadAllBytes(content, "MyData.bin");
```

**Text file:**

```
const std::string content = contentManager->ReadAllText("Stuff/Readme.txt");
```

**Bitmap file**

```
Bitmap bitmap;
contentManager->Read(bitmap, "Texture1.bmp", PixelFormat::R8G8B8_UINT);
```

If you prefer to control the loading yourself, you can retrieve the path to the files like this:

```
IO::Path contentPath = contentManager->GetContentPath();
IO::Path myData = IO::Path::Combine(contentPath, "MyData.bin");
IO::Path readmePath = IO::Path::Combine(contentPath, "Stuff/Readme.txt");
IO::Path texture1Path = IO::Path::Combine(contentPath, "Texture1.bmp");
```

You can then open the files with any method you prefer.
Both methods work for all supported platforms.

For detailed information about how the content is handled on each platform, see the build guide appendixes.
The details of the available helper classes for a Demo Application are described in Error! Reference source not found.
EGL_GREEN_SIZE, 8,
EGL_BLUE_SIZE, 8,
EGL_ALPHA_SIZE, 0, // buffers with the smallest alpha component size are preferred
EGL_DEPTH_SIZE, 24,
EGL_SURFACE_TYPE, EGL_WINDOW_BIT,
EGL_NONE,
};
}

// Configure the demo environment to run this demo app in a OpenGLES2 host environment
void ConfigureDemoAppEnvironment(HostDemoAppSetup& rSetup)
{
    DemoAppHostConfigEGL config(g_eglConfigAttribs);
    DemoAppRegister::GLES2::Register<S01_SimpleTriangle>(rSetup, "GLES2.S01_SimpleTriangle", config);
}

Since the demo framework is controlling the main method, you need to register your application with the Demo Host specific registration call (in this case the OpenGL ES2 host), for the framework to register your demo class.

### 16.5.7.1 OpenGLES 3.X registration

To register a demo for OpenGLES 3.X you would use the GLES3 register method:

```c++
DemoAppRegister::GLES3::Register<S01_SimpleTriangle>(rSetup, "GLES3.S01_SimpleTriangle", config);
```

### 16.6 Demo playback

#### 16.6.1 Command line arguments

All demos support various command line arguments.

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>-h</td>
<td>Show the command line argument help.</td>
</tr>
<tr>
<td>--Stats</td>
<td>Show a performance graph.</td>
</tr>
<tr>
<td>--LogStats</td>
<td>Log various stats to the console.</td>
</tr>
<tr>
<td>--ScreenshotFrequency</td>
<td>Create a screenshot at the given frame frequency.</td>
</tr>
<tr>
<td>--ExitAfterFrame</td>
<td>Exit after the given number of frames has been rendered</td>
</tr>
<tr>
<td>--ContentMonitor</td>
<td>Monitor the Content directory for changes and restart the app on changes. WARNING: Might not work on all platforms and it might impact app performance (experimental)</td>
</tr>
</tbody>
</table>

Use --h on a demo for a complete list

#### 16.6.2 Demo single stepping / pause.

Under windows all samples support time stepping which can be useful for debugging. It might also be available on under platforms that support the given keys.

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pause</td>
<td>Pause the sample.</td>
</tr>
</tbody>
</table>
16.7 Helper Class Overview

16.7.1 FslBase
Provides basic functionality missing from C++ standard libraries.

16.7.1.1 Bits

<table>
<thead>
<tr>
<th>BitsUtil</th>
<th>Utility methods for working with bits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ByteArrayUtil</td>
<td>Utility methods for reading and writing values from byte arrays in a specific endian format. This functionality is useful when working on platform independent load and save methods.</td>
</tr>
</tbody>
</table>

16.7.1.2 IO
Platform independent IO.

<table>
<thead>
<tr>
<th>Directory</th>
<th>Helper methods for working on directories.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• GetCurrentWorkingDirectory.</td>
</tr>
<tr>
<td>File</td>
<td>Helper methods for working with files</td>
</tr>
<tr>
<td></td>
<td>• Checking if file exists.</td>
</tr>
<tr>
<td></td>
<td>• File length.</td>
</tr>
<tr>
<td></td>
<td>• Read all content from a file.</td>
</tr>
<tr>
<td>Path</td>
<td>A UTF8 path class and helper methods for working on it.</td>
</tr>
<tr>
<td></td>
<td>• Combing paths.</td>
</tr>
<tr>
<td></td>
<td>• Extracting directory or filename.</td>
</tr>
<tr>
<td></td>
<td>• Getting the full path from a relative path.</td>
</tr>
</tbody>
</table>

16.7.1.3 Log
Platform independent logging.
Instead of using printf or std::cout to log information it’s better to utilize the provided logging macro’s since work across all supported platforms.

<table>
<thead>
<tr>
<th>Log</th>
<th>Various logging macros</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• FSLOG</td>
</tr>
<tr>
<td></td>
<td>• FSLOG_IF</td>
</tr>
<tr>
<td></td>
<td>• FSLOG_WARNING</td>
</tr>
<tr>
<td></td>
<td>• FSLOG_WARNING_IF</td>
</tr>
<tr>
<td></td>
<td>• FSLOG_ERROR</td>
</tr>
<tr>
<td></td>
<td>• FSLOG_ERROR_IF</td>
</tr>
</tbody>
</table>
### 16.7.1.4 Math

Mainly focused on math functionality useful for working with graphics. It focuses on ease of use instead of raw performance.

<table>
<thead>
<tr>
<th>MathHelper</th>
<th>Various commonly used helper methods and constants like</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• PI</td>
</tr>
<tr>
<td></td>
<td>• Clamping</td>
</tr>
<tr>
<td></td>
<td>• Lerp</td>
</tr>
<tr>
<td></td>
<td>• Conversions between radians and angles</td>
</tr>
<tr>
<td></td>
<td>• PowerOfTwo</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Matrix</th>
<th>Matrix helper methods like</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Perspective</td>
</tr>
<tr>
<td></td>
<td>• Rotate</td>
</tr>
<tr>
<td></td>
<td>• Translate</td>
</tr>
<tr>
<td></td>
<td>• Scale</td>
</tr>
<tr>
<td></td>
<td>• Multiply</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Point2</th>
<th>A 2D integer point.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Rectangle</th>
<th>A integer based rectangle with helper methods like</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Union</td>
</tr>
<tr>
<td></td>
<td>• Intersection</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Vector2</th>
<th>A 2d float point with helper methods like</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Dot</td>
</tr>
<tr>
<td></td>
<td>• Length</td>
</tr>
<tr>
<td></td>
<td>• Lerp</td>
</tr>
<tr>
<td></td>
<td>• Min, max</td>
</tr>
<tr>
<td></td>
<td>• Normalize</td>
</tr>
<tr>
<td></td>
<td>• Reflect</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Vector3</th>
<th>A 3d float point with helper methods like</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Cross</td>
</tr>
<tr>
<td></td>
<td>• Dot</td>
</tr>
<tr>
<td></td>
<td>• Length</td>
</tr>
<tr>
<td></td>
<td>• Lerp</td>
</tr>
<tr>
<td></td>
<td>• Min, max</td>
</tr>
<tr>
<td></td>
<td>• Normalize</td>
</tr>
<tr>
<td></td>
<td>• Reflect</td>
</tr>
<tr>
<td></td>
<td>• Transform by matrix</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Vector4</th>
<th>A 4d float point with helper methods like</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Dot</td>
</tr>
<tr>
<td></td>
<td>• Length</td>
</tr>
<tr>
<td></td>
<td>• Lerp</td>
</tr>
<tr>
<td></td>
<td>• Min, max</td>
</tr>
<tr>
<td></td>
<td>• Normalize</td>
</tr>
<tr>
<td></td>
<td>• Reflect</td>
</tr>
<tr>
<td></td>
<td>• Transform by matrix</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Quaternion</th>
<th>Basic Quaternion operations.</th>
</tr>
</thead>
</table>
16.7.1.5 String
Various string functionality
| StringParseUtil | Various utility method for converting a string to a number. |
| UTF8String | A UTF8 string representation. |

16.7.1.6 System
HighResolutionTimer | A platform independent high resolution timer. |

16.7.2 FslGraphics
| Bitmap | A RAII class to manage bitmap data. |
| BitmapUtil | Contains various helper methods that works on the bitmap class. |
| | • Horizontal flip |
| | • Pixel format conversion |
| Color | RGBA color utility class. |
| PixelFormat | Various standardized pixel formats supported by the bitmap classes. |
| RawBitmap | Read only bitmap information. |
| RawBitmapEx | Writeable access to bitmap information |
| RawBitmapUtil | Low level helper methods that work on RawBitmap’s |
| | • Horizontal flip |
| | • Padding clear |
| | • Swizzle |

16.7.2.1 Font
| BasicFontKerning | Contains basic kerning information for a font. |
| BinaryFontBasicKerningLoader | Load basic kerning information from “fbk” files. |
| FontDesc | A very basic font description. |
| FontGlyphBasicKerning | Basic kerning for one glyph. |
| FontGlyphPosition | Position information for one glyph |
| FontGlyphRange | Font glyph range information. |
| IFontBasicKerning | Interface for extracting basic font kerning information. |
| TextureAtlasBitmapFont | Describes a bitmap font stored in a texture atlas. |
| TextureAtlasGlyphInfo | Texture atlas glyph information. |

16.7.2.2 IO
| BMPUtil | A simple helper class for loading and saving BMP images. |
| | It’s not recommended to utilize it directly. Instead utilize the framework for loading images\textsuperscript{14}. |
| | See Error! Reference source not found. for more details. |

16.7.2.3 Render
| AtlasFont | An atlas based bitmap font using an API independent texture. |

\textsuperscript{14} A future version will also add saving to the ContentManager.
<table>
<thead>
<tr>
<th><strong>16.7.2.4 TextureAtlas</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>AtlasTextureInfo</td>
<td>Represents information about one texture that is stored in a texture atlas.</td>
</tr>
<tr>
<td>BasicTextureAtlas</td>
<td>A simple manager for looking up AtlasTextureInfo.</td>
</tr>
<tr>
<td>BinaryTextureAtlasLoader</td>
<td>A “BTA” basic texture atlas loader.</td>
</tr>
<tr>
<td>ITextureAtlas</td>
<td>Simple interface for accessing texture information.</td>
</tr>
<tr>
<td>NamedAtlasTexture</td>
<td>A named atlas texture.</td>
</tr>
<tr>
<td>TextureAtlasHelper</td>
<td>A simple way to extract AtlasTextureInfo from a texture atlas.</td>
</tr>
<tr>
<td>TextureAtlasMap</td>
<td>A more performance efficient way to extract AtlasTextureInfo from a texture atlas.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>16.7.2.5 Vertices</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>IndexConverter</td>
<td>Simple utility class to convert between index formats. It might not be efficient but it gets the job done.</td>
</tr>
<tr>
<td>VertexConverter</td>
<td>Simple utility class to convert between vertex formats. It might not be efficient but it gets the job done.</td>
</tr>
<tr>
<td>VertexDeclaration</td>
<td>Defines how a vertex is constructed in an API independent way.</td>
</tr>
<tr>
<td>VertexElementTypeEx</td>
<td>Defines a vertex element</td>
</tr>
</tbody>
</table>
| VertexPositionColor   | A vertex comprised of  
• position  
• color. |
| VertexPositionColorNormalTexture | A vertex comprised of  
• position  
• color  
• normal  
• texture coordinates |
| VertexPositionColorTexture | A vertex comprised of  
• position  
• color  
• texture coordinates |
| VertexPositionNormalTexture | A vertex comprised of  
• position  
• normal  
• texture coordinates |
| VertexPositionTexture  | A vertex comprised of  
• position  
• texture coordinates |

<table>
<thead>
<tr>
<th><strong>16.7.2.6 Window</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>INativeWindow</td>
<td>An abstract from native windows.</td>
</tr>
</tbody>
</table>

---

i.MX Graphics User’s Guide, Rev. 5, 04/2020

NXP Semiconductors
### 16.7.3 FslUtil.OpenGLES2
RAII based helper classes for common GLES2 operations.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GLBatch2D</td>
<td>A specialization of GenericBatch2D GLES2.</td>
</tr>
<tr>
<td>GLBatch2DQuadRenderer</td>
<td>The GenericBatch2D backend for rendering quads.</td>
</tr>
<tr>
<td>GLCheck</td>
<td>Various helper macro’s for checking and transforming OpenGL ES errors to exception.</td>
</tr>
<tr>
<td>GLFrameBuffer</td>
<td>A RAII based frame buffer encapsulation.</td>
</tr>
<tr>
<td>GLIndexBuffer</td>
<td>A RAII based index buffer.</td>
</tr>
<tr>
<td>GLIndexBufferArray</td>
<td>• uint8_t &amp; uint16_t based index buffers.</td>
</tr>
<tr>
<td></td>
<td>• Easy creation and update.</td>
</tr>
<tr>
<td>GLIndexBufferArray</td>
<td>A RAII based index buffer array.</td>
</tr>
<tr>
<td>GLProgram</td>
<td>A RAII based GL program encapsulation.</td>
</tr>
<tr>
<td>GLRenderBuffer</td>
<td>A RAII based GL render buffer encapsulation.</td>
</tr>
<tr>
<td>GLShader</td>
<td>A RAII based GL shader encapsulation.</td>
</tr>
<tr>
<td>GLTexture</td>
<td>A RAII based GL texture encapsulation.</td>
</tr>
<tr>
<td></td>
<td>• Can be created from either FslGraphics RawBitmap’s or Bitmaps.</td>
</tr>
<tr>
<td></td>
<td>• Easy content update.</td>
</tr>
<tr>
<td></td>
<td>• Supports both normal and cubemap textures.</td>
</tr>
<tr>
<td>GLUtil</td>
<td>Contains various utility methods for OpenGL ES2</td>
</tr>
<tr>
<td></td>
<td>• Capture screenshots</td>
</tr>
<tr>
<td>GLVertexBuffer</td>
<td>A RAII based vertex buffer.</td>
</tr>
<tr>
<td>GLVertexBufferArray</td>
<td>• Easy creation and updating from Custom or FslGraphics.Vertices.</td>
</tr>
<tr>
<td>NativeBatch2D</td>
<td>Extends GenericBatch2D with direct support for GLES2 native textures.</td>
</tr>
<tr>
<td>NativeTexture2D</td>
<td>Implements the INativeTexture2D for GLES2. This is used by the Batch2D system.</td>
</tr>
</tbody>
</table>

### 16.7.4 FslUtil.OpenGLES3
RAII based helper classes for common GLES3 operations.
GLES3 has the exact same helper classes as GLES2 and the following additions:

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GLVertexArray</td>
<td>A RAII based vertex array.</td>
</tr>
<tr>
<td></td>
<td>• Easy creation</td>
</tr>
</tbody>
</table>

### 16.7.5 FslUtil.OpenGLES3v1
RAII based helper classes for common GLES3.1 operation’s.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GLProgramPipeline</td>
<td>A RAII based program pipeline encapsulation.</td>
</tr>
<tr>
<td>GLShaderProgram</td>
<td>A RAII based shader program encapsulation.</td>
</tr>
</tbody>
</table>
16.7.6 FslUtil.OpenVG
RAII based helper classes for common OpenVG operations.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VGPathBuffer</td>
<td>A RAII based path buffer</td>
</tr>
<tr>
<td></td>
<td>• Easy creation</td>
</tr>
<tr>
<td>VGUtil</td>
<td>Contains various utility methods for OpenVG</td>
</tr>
<tr>
<td></td>
<td>• Capture screenshots</td>
</tr>
<tr>
<td>VGCheck</td>
<td>Various helper macro’s for checking and transforming OpenVG errors to</td>
</tr>
<tr>
<td></td>
<td>exception.</td>
</tr>
</tbody>
</table>

16.7.7 FslGraphics3D
API independent descriptions of common 3D classes. This library is in development.
See the ModelLoaderBasics and ModelViewer samples for examples of how to use it.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mesh</td>
<td>A basic mesh</td>
</tr>
<tr>
<td>Scene</td>
<td>A basic scene</td>
</tr>
<tr>
<td>SceneNode</td>
<td>A basic node in the scene</td>
</tr>
</tbody>
</table>

16.7.8 FslAssimp
The demo framework's Assimp integration. Provides various helper classes that make it easier to work with assimp in the framework.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MeshHelper</td>
<td>Helps to extract information from some assimp structures.</td>
</tr>
<tr>
<td>MeshImporter</td>
<td>Helps convert Assimp mesh structures to the FslGraphics3D ones.</td>
</tr>
<tr>
<td>SceneHelper</td>
<td>Extract basic information from a assimp scene.</td>
</tr>
<tr>
<td>SceneImporter</td>
<td>Helps convert Assimp scene structures to the FslGraphics3D ones.</td>
</tr>
</tbody>
</table>

16.7.9 FslGraphics3D.SceneFormat
Code to load and save a very basic portable scene format.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BasicSceneFormat</td>
<td>Load/save scene functionality.</td>
</tr>
</tbody>
</table>

16.7.10 FslSimpleUI
A new experimental UI framework that makes it easy to get a basic UI up and running. The main code is API independent. It is not a show case of how to render a UI fast but only intended to allow you to quickly get a UI ready that is good enough for a demo.

You can look at:
- DFSimpleUI100
- DFSimpleUI101
- TessellationSample

To see how it’s used.
The next release of the framework should make it even easier to work with.

When working with the UI system its recommended to store all or at least the most used bitmaps in the same texture atlas. One commercially available texture packer is Texture Packer which can output a json file that we can convert to a binary format that can be loaded by the demo framework.
If you look at the DFSimpleUI100 sample, there is “OriginalContent/TextureAtlas” directory which contain a “MainAtlas.tps” file that can be loaded into texture packer. Pressing publish in texture packer produces a “MainAtlas.png” and “MainAtlas.json” file based on the files under “Main”. The “MainAtlas.png” can be copied directly to the samples “Content” directory but the json file needs to be converted to a binary file. For this we included the TPConvert python script that can be run like this:

```
TPConvert MainAtlas.json -f bta1
```

This will then produce a “MainAtlas.bta” file that can be copied to the “Content” directory which contains all the needed atlas meta data.

Please beware that the default atlas is required to contain the default font as well. The documentation for creating the “MainAtlas.fbk” file has not been completed yet. The fbk file contains some basic font kerning information.

### 16.8 FslBuild scripts

For an easy to read text version of this document look in the demo framework “Doc/FslBuild_toolchain_readme.md” it contains more detailed information.

#### 16.8.1 FslBuildGen.py

Is a cross-platform build-file generator. Which main purpose is to keep all build files consistent, in sync and up to date. See FslBuildGen.docx for details.

#### 16.8.2 FslBuild.py

Extends the technology behind FslBuildGen with additional knowledge about how to execute the build system for a given platform.

So basically, FslBuild works like this

1. Invoke the build-file generator that updates all build files if necessary.
2. Filter the builds request based on the provided feature list.
3. Build all necessary build files in the correct order.

#### 16.8.2.1 Useful arguments

FslBuild comes with a few useful arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>--ListFeatures</td>
<td>List all features required by the build</td>
</tr>
<tr>
<td>--UseFeatures</td>
<td>Allows you to limit what’s build based on a provided feature list. For example [EGL, OpenGLES2]. This parameter defaults to all features.</td>
</tr>
<tr>
<td>-t 'sdk'</td>
<td>Build all demo framework projects</td>
</tr>
<tr>
<td>-v</td>
<td>Set verbosity level</td>
</tr>
<tr>
<td>--</td>
<td>All arguments written after this is send directly to the native build system.</td>
</tr>
</tbody>
</table>

#### 16.8.2.2 Important notes

- Don’t modify the auto-generated files.
  The FslBuild scripts are responsible for creating all the build files for a platform and verifying dependencies. Since all build files are auto generated you can never modify them directly as the next build will overwrite your changes.
  Instead add your changes to the ‘Fsl.gen’ files as they control the build file generation!
- The ‘Fsl.gen’ file is the real build file.
- All include and source files in the respective folders are automatically added to the build files.
16.8.3 Build system per platform:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Build System</th>
</tr>
</thead>
<tbody>
<tr>
<td>Android</td>
<td>gradle</td>
</tr>
<tr>
<td>Qnx</td>
<td>Make</td>
</tr>
<tr>
<td>Ubuntu</td>
<td>Make</td>
</tr>
<tr>
<td>Windows</td>
<td>Visual studio (IDE or nmake)</td>
</tr>
<tr>
<td>Yocto</td>
<td>make</td>
</tr>
</tbody>
</table>

16.9 Android SDK+NDK on windows build guide

For an easy to read text version of this document look in the demo framework “Doc/Setup_guide_android.md” it contains more detailed information.

16.9.1 Prerequisites:

- Read 16.8 so you know about the custom build system
- **IMPORTANT:** The way Gradle currently handles CMake builds on windows place some serious limits on the path length, so its recommended to either place the DemoFramework folder close to the root of the drive or to set the environment variable FSL_GRAPHICS_SDK_ANDROID_PROJECT_DIR to a directory close to the root of the drive.
- JDK (64 bit)
  - **IMPORTANT:** Make sure to configure JAVA_HOME to point to the JDK directory
- Android SDK
  - Once it’s installed it’s a good idea to run "SDK Manager.exe" and make sure everything is up to date.
  - **IMPORTANT:** Android studio must be at least 3.1
  - **IMPORTANT:** Get the android studio full package and enable the default packages.
    Configure the SDK manager
    - "SDK Platforms" add if necessary
      - Android 7.0 (Nougat)
    - "SDK Tools" add if necessary
      - CMake, LLDB, NDK, Android Support Repository
  - **IMPORTANT:** Make sure to configure ANDROID_HOME to point to the android sdk directory
  - **IMPORTANT:** Make sure to configure ANDROID_NDK to point to the android ndk directory
  - **IMPORTANT:** Make sure you have at least android-ndk-r16b
  - Python 3.4.x or better. We highly recommend at least 3.5+
    - For 64bit windows

16.9.2 Environment setup:

Android projects are generated to the path specified in the environment variable FSL_GRAPHICS_SDK_ANDROID_PROJECT_DIR. If it's not defined the 'prepare' script sets it to a default location.

1. Start a windows console (cmd.exe) in the DemoFramework folder.
2. Run the 'prepare.bat' file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.bat file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).
16.9.3 To Compile and run an existing sample application.

In this example we will utilize the GLES2 S06_Texturing app.
1. Make sure that you performed the environment setup.
2. Change directory to the sample directory:
   cd DemoApps\GLES2\S06_Texturing
3. Build a app for Android using gradle + cmake
   FslBuild.py -p android

If you just want to regenerate the cmake build files then you can just run
   FslBuildGen.py -p android

If you want to save a bit of compilation time you can build for the ANDROID ABI you need by adding
   FslBuildGen.py --Variants [ANDROID_ABI=armeabi-v7a]
   or
   FslBuild.py --Variants [ANDROID_ABI=armeabi-v7a]

16.9.4 To create a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the environment setup.
2. Change directory to the GLES2 sample directory:
   cd DemoApps/GLES2
3. Create the project template using the FslBuildNew.py script
   FslBuildNew.py GLES2 CoolNewDemo
4. Change directory to the newly created project folder 'CoolNewDemo'
   cd CoolNewDemo
5. Build a app for Android using gradle + cmake
   FslBuild.py -p android

If you just want to regenerate the cmake build files then you can just run
   FslBuildGen.py -p android

If you want to save a bit of compilation time you can build for the ANDROID ABI you need by adding
   FslBuildGen.py --Variants [ANDROID_ABI=armeabi-v7a]
   or
   FslBuild.py --Variants [ANDROID_ABI=armeabi-v7a]
16.9.5 Using android studio.

1. Follow the instructions for "creating a new project" or "building an existing project".
2. As projects are generated to the path specified by the FSL_GRAPHICS_SDK_ANDROID_PROJECT_DIR environment variable you can locate the project there and open it with android studio. Be sure to open Android studio in a correctly configured environment. Here it could be a good idea to create a script for launching android studio with the right environment.

16.9.6 Linux notes:

- Install for private user and unzip android studio like this:
  ```
  sudo unzip android-studio-ide_FILENAME.zip -d ~/sdk
cd ~/sdk/android-studio/bin
  ./studio.sh
  ```
- In the ui make sure to install the sdk in a directory you have access to for example
  ```
  ~/sdk/android-sdk-linux
  ```

16.9.7 Notes

16.9.7.1 Content
As long as you utilize one of the methods above to load the resources, you don’t really need to know the following. However if you experience problems it might be useful for you to know. Under android builds we package all content using the Android 'assets' system. Since the system requires that the asset files are located under it’s 'assets' folder (located at Android/assets in our samples) we utilize a one way folder synchronization utility called 'FslContentSync.py' to ensure that all files and directories under Content exist inside the asset folder as well. The synchronization script is automatically invoked during the android build process. To complicate things further the Android assets cannot normally be accessed via filenames using standard C/C++ methods. Because of this the assets are 'unpacked' on target to either the external or internal file system which allows us to open the files any way we like. Unfortunately this means that there will be a slight unpacking delay the first time a sample is executed.

16.9.7.2 Command line app building via Ant

16.10 Ubuntu build guide
For an easy to read text version of this document look in the demo framework “Doc/Setup_guide_ubuntu16.04.md” it contains more detailed information.

16.10.1 Prerequisites:
- Read 16.8 so you know about the custom build system
- Ubuntu16.04 64 bit
- Build tools and xrand
  ```
  sudo apt-get install build-essential libxrandr-dev
  ```
- Python 3.4+
  It should be part of the default Ubuntu16.04 install.
• An OpenGL ES 2+ emulator
  o Mesa OpenGL ES 2
    sudo apt-get install libgles2-mesa-dev
  o Arm Mali OpenGL ES 3.0 Emulator V3.0.2 (64 bit)
    wget
      https://armkeil.blob.core.windows.net/developer/Files/downloads/open-gl-
        es-emulator/3.0.2/Mali_OpenGL_ES_Emulator-v3.0.2.g694a9-Linux-64bit.deb
    sudo dpkg -i Mali_OpenGL_ES_Emulator-v3.0.2.g694a9-Linux-64bit.deb
• DevIL
  o Developer’s Image Library (DevIL)
    sudo apt-get install libdevil-dev
• Assimp
  Is now downloaded and build from source when needed. So its no longer necessary to run “sudo
    apt-get install libassimp-dev”.

16.10.2 Environment setup
  1. Start a terminal (ctrl+alt t) in the DemoFramework folder
  2. Run the 'prepare.sh' file located in the root of the framework folder to configure the necessary
     environment variables and paths. Please beware that the prepare.sh file requires the current working
     directory to be the root of your demoframework folder to function (which is also the folder it resides in).
     source prepare.sh

16.10.3 Compiling all samples
  1. Make sure that you performed the environment setup
  2. Compile
     FslBuild.py -t sdk --BuildThreads 2

16.10.4 Compiling and running an existing sample application.
In this example we will utilize the GLES2 S06_Texturing app.
  1. Make sure that you performed the environment setup
  2. Change directory to the sample directory:
     cd DemoApps/GLES2/S06_Texturing
  3. Compile the project (a good rule of thumb for '--BuildThreads N' is number of cpu cores * 2)
     If you FslBuild without the --BuildThreads argument it will be set to 'auto' which uses your cpu core count.
     FslBuild.py --BuildThreads 2
**16.10.5 Creating a new GLES2 demo project named 'CoolNewDemo'**

1. Make sure that you performed the environment setup
2. Change directory to the GLES2 sample directory:
   ```
   cd DemoApps/GLES2
   ```
3. Create the project template using the FslBuildNew.py script
   ```
   FslBuildNew.py GLES2 CoolNewDemo
   ```
4. Change directory to the newly created project folder 'CoolNewDemo'
   ```
   cd CoolNewDemo
   ```
5. Compile the project
   ```
   FslBuild.py
   ```

Note:
Once a build has been done once you can just invoke the make file directly. However, this requires that you didn't change any dependencies or add files.
To do this run
```make -j 2```
If you add source files to a project or change the Fsl.gen file then run the FslBuildGen.py script in the project root folder to regenerate the various build files or just make sure you always use the FslBuild.py script as it automatically adds files and regenerate build files as needed.

**16.10.6 Notes**

**16.10.6.1 Content**

As long as you utilize one of the methods above to load the resources, you don't really need to know the following. However if you experience problems it might be useful for you to know.
The ubuntu build expects the content folder to be located at "<executable directory>/content". Since the binary is put in the sample root directory where the content folder is located, there should be no problem loading the resources.

**16.10.6.2 Manual environment setup**

1. Configure your FSL_GRAPHICS_SDK to point to the downloaded sdk without the ending backslash:
   ```
   export FSL_GRAPHICS_SDK=~$/fsl/YourDemoFrameworkFolder
   ```
2. For easy access to the python scripts (not required for building)
   ```
   PATH=$PATH:$FSL_GRAPHICS_SDK/.Config
   ```

**16.10.6.3 Override platform auto-detection**

To override the platform auto detection code set the following variable
```
export FSL_PLATFORM_NAME=Ubuntu
``` 

**16.10.6.4 Executable location**

The final executable will be placed in the root of the demo application folder. If it is moved the content folder (if it exist) needs to be copied to the same location.
16.11 Windows build guide

For an easy to read text version of this document look in the demo framework “Doc\Setup_guide_windows.md” it contains more detailed information.

16.11.1 Prerequisites

- Read 16.8 so you know about the custom build system
- Visual Studio 2017 (community edition or better)
- Python 3.5.x or newer
  - For 64bit windows
- An OpenGL ES 2+ emulator
  - Arm Mali OpenGL ES Emulator 3.0.2.g694a9 (64 bit)
    - Please use the exact version (64bit) and use the installer to install it to the default location!
  - Vivante OpenGL ES Emulator

To get started it’s recommended to utilize the Arm Mali OpenGL ES 3.0.2 emulator (64 bit) which this guide will assume you are using.

16.11.2 Environment setup

1. Start a windows console (cmd.exe) in the DemoFramework folder
2. Run the visual studio “vcvarsall.bat x64” to prepare your command line compiler environment for x64 compilation.
   - For VS2017 it’s often located here:
     "C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\VC\Auxiliary\Build\vcvarsall.bat” x64
3. Run the ‘prepare.bat’ file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.bat file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).

16.11.3 Compiling and running an existing sample application

In this example we will utilize the GLES2 S06_Texturing app.

1. Make sure that you performed the environment setup
2. Change directory to the sample directory:
   ```
   cd DemoApps\GLES2\S06_Texturing
   ```
3. Generate the build files
   ```
   FslBuildGen.py
   ```
4. Launch visual studio using the Arm Mali Emulator:
   ```
   .StartProject.bat arm
   ```
5. Compile and run the project (The default is to press F5)

To utilize a different emulator the .StartProject.bat file can be launched with the following arguments

<table>
<thead>
<tr>
<th>Emulator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>arm</td>
<td>the arm mali emulator</td>
</tr>
<tr>
<td>powervr</td>
<td>the powervr emulator</td>
</tr>
<tr>
<td>qualcomm</td>
<td>the Qualcomm andreno adreno emulator (expects its installed in &quot;c:\AdrenoSDK&quot;)</td>
</tr>
<tr>
<td>vivante</td>
<td>the Vivante emulator</td>
</tr>
</tbody>
</table>

If it is launched without an argument it defaults to the arm emulator.
16.11.4 Creating a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the environment setup
2. Change directory to the GLES2 sample directory:
   
   `cd DemoApps/GLES2`

3. Create the project template using the FslBuildNew.py script
   
   `FslBuildNew.py GLES2 CoolNewDemo`

4. Change directory to the newly created project folder 'CoolNewDemo'
   
   `cd CoolNewDemo`

5. Generate build files for Android, Ubuntu and Yocto (this step will be simplified soon)
   
   `FslBuildGen.py`

6. Launch visual studio using the Arm Mali Emulator:
   
   `.StartProject.bat arm`

7. Compile and run the project (The default is to press F5) or start creating your new demo.

If you add source files to a project or change the Fsl.gen file then run the FslBuildGen.py script in the project root folder to regenerate the various build files.

16.11.5 Notes

16.11.5.1 Content

As long as you utilize one of the methods above to load the resources, you don’t really need to know the following. However, if you experience problems it might be useful for you to know.

The windows build expects the content folder to be located at "<current working directory>/content". When you launch the sample via the visual studio project the current working directory will be equal to the sample root directory where the content folder is located, so there should be no problem loading the resources.

16.11.5.2 Switching between emulators

The visual studio projects have been configured so that emulator builds can co-exist without interfering with each other. Furthermore, the only the emulator dependent parts will be rebuild when changing emulator. So all in all it ought to be very fast to switch between emulators.

16.11.5.3 Executable location

The executable location is based upon the build type release/debug and which emulator you are using and

So the executable for a demo called S06_Texturing build as debug and using the arm emulator will be located under

`bin\S06_Texturing\Debug_ARM\`

The content folder is located at

`Content`

If you want to move them then make sure that both the S06_Texturing.exe and Content folder is moved to the same location like this:

`S06_Texturing.exe`

`Content`
16.12 Yocto build guide
First you need to decide how you are going to be building for Yocto.
- Building using a prebuild Yocto SDK
- Building using a full Yocto build

For an easy to read text version of this document look in the demo framework “Doc/Setup_guide_yocto.md” it also more detailed information.

16.12.1 Building using a prebuild Yocto SDK

Building using a prebuild Yocto SDK and a prebuild sd-card image. This tend to be the fastest way to get started.

16.12.1.1 Prerequisites
- Read Appendix2 so you know about the custom build system.
- Ubuntu 16.04
- Python 3.5 (this is standard in Ubuntu 16.04)
- A prebuild sdk for your board typically called something like ‘toolchain.sh’
- A prebuild sd-card image for your board typically called ‘BoardName.rootfs.sdcard.bz2’
- Git: sudo apt-get install git

For this guide we will assume you are using a FB image.
- Download the DemoFramework source using git.
- It’s also a good idea to read the introduction to the FslBuild toolchain in “Doc/FslBuild_toolchain_readme.md”

16.12.1.2 Preparing a Yocto SDK build
1. Start a terminal (ctrl+alt t)
2. Install the sdk:
   ```
   ./fsl-imx-internal-xwayland-glibc-x86_64-fsl-image-gui-aarch64-toolchain-4.9.51-mx8-beta.sh
   ```
   Chose where to install it, you can use the default location or a location of your choice.
   For this example, we use "~/sdk/4.9.51-mx8-beta".
   When the setup is complete it will list the configuration script you need to run to configure the sdk environment.
   Something like this
   ```
   $ . ~/sdk/4.9.51-mx8-beta/environment-setup-aarch64-poky-linux
   ```
   Each time you wish to use the SDK in a new shell session, you need to source the environment setup script  e.g.
3. Your SDK is now installed.

16.12.1.3 Yocto SDK environment setup
1. Start a terminal (ctrl+alt t)
2. Prepare the yocto build environment by running the config command you got during the sdk install
   ```
   . ~/sdk/4.9.51-mx8-beta/environment-setup-aarch64-poky-linux
   ```
3. You should now be ready to build using the demo framework. However, if you experience issues with the ‘prepare.sh’ script you can help it out by defining the platform name and the location of the root fs
   ```
   export FSL_PLATFORM_NAME=Yocto
   export ROOTFS=~/sdk/4.9.51-mx8-beta/sysroots/aarch64-poky-linux
   ```
   Another possible error you can encounter is that the FslBuild.py scripts fail to include the ‘typing’ library.
This can happen because the SDK comes with a too old Python3 version or a incomplete Python3.5 version. As a workaround for that you could delete the Python3 binaries from the SDK which will cause it to use the system Python3 version instead.

16.12.1.4 Ready to build
You are now ready to start building Yocto apps using the demo framework. Please continue the guide at “Using the demo framework”.

16.12.2 Building using a full Yocto build
Building using a full manually build Yocto build. This process provides the most flexible solution but it also takes significantly longer to build the initial Yocto sdcard and toolchain.

16.12.2.1 Prerequisites
- Read 16.8 so you know about the custom build system.
- The Ubuntu version required by the BSP release.
- Python 3.4 or newer
  It should be part of the default Ubuntu install. If you use 3.4 you need to install the ‘typing’ library manually so we highly recommended using 3.5 or newer.
  To install the typing library in Python **3.4** run:
  ```
sudo apt-get install python3-pip
sudo pip3 install typing
```
- A working yocto build
  For example, follow one of these:
  - http://git.freescale.com/git/cgit.cgi/imx/fsl-arm-yocto-bsp.git/
  - https://community.nxp.com/docs/DOC-94866

For this guide we will assume you are using a FB image.
- Download the DemoFramework source using git.
- It's also a good idea to read the introduction to the FslBuild toolchain at Doc/FslBuild_toolchain_readme.md

16.12.2.2 Preparing a Yocto build
Before you build one of these yocto images you need to
1. Run the yocto build setup (X11 example).
   ```
   MACHINE=imx6qpsabresd source fsl-setup-release.sh -b build-x11 -e x11
   ```
3. Bake
   ```
   bitbake fsl-image-gui
   bitbake meta-toolchain
   bitbake meta-ide-support
   ```

You can now build one of the images below (or a custom one)
x11 yocto image
Example:

```
MACHINE=imx6qpsabresd source fsl-setup-release.sh -b build-x11 -e x11
bitbake fsl-image-gui
bitbake meta-toolchain
bbittbake meta-ide-support
```

Extracted rootfs

We assume your yocto build dir is located at `~/fsl-release-bsp/build-x11` and that the rootfs will be unpacked to `~/unpacked-rootfs/build-x11` and the image is called `fsl-image-gui-imx6qpsabresd.rootfs.tar.bz2` (you will need to locate your image name)

```
~/unpacked-rootfs/build-x11
```

FB yocto image

Example:

```
MACHINE=imx6qpsabresd source fsl-setup-release.sh -b build-fb -e fb
bitbake fsl-image-gui
bitbake meta-toolchain
bitbake meta-ide-support
```

Extracted rootfs

We assume your yocto build dir is located at `~/fsl-release-bsp/build-fb` and that the rootfs will be unpacked to `~/unpacked-rootfs/build-fb` and the image is called `fsl-image-gui-imx6qpsabresd.rootfs.tar.bz2` (you will need to locate your image name)

```
~/unpacked-rootfs/build-fb
```
Wayland yocto image

Example:

MACHINE=imx6qpsabresd source fsl-setup-release.sh -b build-wayland -e wayland
bitbake fsl-image-gui
bitbake meta-toolchain
bitbake meta-ide-support

Extracted rootfs

We assume your yocto build dir is located at `~/fsl-release-bsp/build-wayland` and that the rootfs will be unpacked to `~/unpacked-rootfs/build-wayland` and the image is called 'fsl-image-gui-imx6qpsabresd.rootfs.tar.bz2' (you will need to locate your image name)

```
```

For this guide we will assume you are using an FB image.

### 16.12.2.3 Yocto environment setup

Prepare the yocto build environment

```
pushd ~/fsl-release-bsp/build-fb/tmp
source environment-setup-cortexa9hf-neon-poky-linux-gnueabi
export ROOTFS=~/unpacked-rootfs/build-fb
export FSL_PLATFORM_NAME=Yocto
popd
```

### 16.12.2.4 Ready to build

You are now ready to start building Yocto apps using the demo framework. Continue the guide at "Using the demo framework".
16.12.3 Using the demo framework

1. Make sure that you performed the Yocto environment setup for your chosen Yocto environment.
   - SDK build [Yocto SDK environment setup]
   - Custom build [Yocto environment setup].cd to the demoframework folder
2. cd to the demoframework folder
3. Run the ‘prepare.sh’ file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.sh file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).
   ```
   source prepare.sh
   ```
   also verify that the script detect that you are doing a Yocto build by outputting
   ```
   PlatformName: Yocto
   ```
   If it doesn't you can override the platform auto detection by setting the environment variable
   ```
   export FSL_PLATFORM_NAME=Yocto
   ```
   Before running the prepare.sh script.

16.12.4 Compiling all samples

1. Make sure that you performed the demo framework environment setup
2. Compile everything
   ```
   FslBuild.py --Variants [WindowSystem=FB] -t sdk
   ```
   Window System can be set to either: FB, Wayland or X11.

16.12.5 Compiling and running an existing sample application

In this example we will use the GLES2 S06_Texturing application.

1. Make sure that you performed the demo framework environment setup.
2. Change directory to the sample directory:
   ```
   cd DemoApps/GLES2/S06_Texturing
   ```
3. Compile the project
   ```
   FslBuild.py --Variants [WindowSystem=FB]
   ```
   Window System can be set to either: FB, Wayland or X11.

16.12.6 Creating a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the demo framework environment setup.
2. Change directory to the GLES2 sample directory:
   ```
   cd DemoApps/GLES2
   ```
3. Create the project template using the FslBuildNew.py script
   ```
   FslBuildNew.py GLES2 CoolNewDemo
   ```
4. Change directory to the newly created project folder 'CoolNewDemo'
   ```
   cd CoolNewDemo
   ```
5. Compile the project
   ```
   FslBuild.py --Variants [WindowSystem=FB]
   ```
WindowSystem can be set to either: FB, Wayland or X11

Note:
Once a build has been done once you can just invoke the make file directly. However, this requires that you didn't change any dependencies or add files. To do this run

```
make -f GNUmakefile_Yocto -j 2 WindowSystem=FB
```

If you add source files to a project or change the Fsl.gen file then run the FslBuildGen.py script in the project root folder to regenerate the various build files or just make sure you always use the FslBuild.py script as it automatically adds files and regenerate build files as needed.

16.12.7 Notes

16.12.7.1 Content
As long as you utilize one of the methods above to load the resources, you don't really need to know the following. However, if you experience problems it might be useful for you to know.
The Yocto build expects the content folder to be located at "<executable directory>/content".

16.12.7.2 Manual environment setup
Configure your FSL_GRAPHICS_SDK to point to the downloaded sdk without the ending backslash:

```
export FSL_GRAPHICS_SDK=/fsl/YourDemoFrameworkFolder
```

1. For easy access to the python scripts

```
PATH=$PATH:$FSL_GRAPHICS_SDK/.Config
```

16.12.7.3 Override platform auto-detection
To override the platform auto detection code set the following variable

```
export FSL_PLATFORM_NAME=Yocto
```

16.12.7.4 Building for multiple backends
The makefiles have been configured so that the builds for all backends can co-exist without interfering with each other. Furthermore the only the backend dependent parts will be rebuilt when changing backend.
So all in all it ought to be very fast to switch between backends.
The demo app executables will be post fixed with the backend its build for to ensure no conflicts occurs.

16.12.7.5 Executable location
The final executable will be placed in the root of the demo application folder. If it is moved the content folder (if it exist) needs to be copied to the same location.
The executables follows this naming scheme:

```
<DemoAppName>_<BackendName>[<TargetPostFix>]
```

So a debug build of S06_Texturing for the FB backend will be called

```
S06_Texturing_FB_d
```

A release build of S06_Texturing for the X11 backend will be called

```
S06_Texturing_X11
```
16.13 **FslContentSync.py notes**

- Does not copy files that start with a `.' in its file or directory name.
- Does not allow files to contain ".." in its name.
- Do not utilize file names that only differ by casing like this:
  - Shader.txt
  - shader.txt
- Due to the android asset packer it’s not recommended to use Unicode file names as they are unsupported by the android tool at the moment.

16.14 **Known limitations**

16.14.1 **General**

- Android, Ubuntu, and Windows OpenVG support is considered experimental for this release.
- G2D support is experimental and it’s not recommended to use it yet.

16.14.2 **Android**

- Android does not handle Unicode file names inside the 'content' folder. So do not utilize Unicode for filenames stored in Content. The culprit is the android assets folder which we utilize for content files.

16.14.3 **Ubuntu**

- OpenGLES3 is currently unsupported on Ubuntu, as we rely on the Mesa 3D graphics library for OpenGLES emulation.
- OpenVG is emulated via the Mesa 3D graphics library and it might contain unsupported features.

16.14.4 **Windows**

- OpenVG is emulated via the Mesa 3D graphics library and it might contain unsupported features.

16.15 **Upgrading samples from earlier SDKs**

To convert a sample to the newest sdk start at the SDK version you are using and upgrade the app one step at a time. So a 2.0 app needs to be updated to 2.1 before it can be updated to 2.2.

16.15.1 **From 2.0 to 2.1**

Since version 2.1 contains minor incompatibilities with 2.0, any existing application will have to be upgraded. The easiest way to upgrade a sample is to rename the old directory, then run

- FslNewDemoProject.py all -t <type> <name>
- cd <name>
- FslBuildGen.py

Then do a two way merge of the old source directory and the new one. If any dependencies were manually added to Fslgen in the sample, they will have to be re-added to the new one.

Then run

- FslBuildGen.py

The project should now be converted.
16.15.2 From 2.1 to 2.2
V2.1 can easily be upgraded to 2.2, just run FslBuildGen.py to update it.

16.15.3 From 2.2 to 2.3
V2.2 can easily be upgraded to 2.3, just run FslBuildGen.py to update it.

16.16 What’s new

Version 5.1
- All ThirdParty code is now downloaded as needed instead of being included in the repo.
- Basic support for changing the color-space via EGL.
- Examples of how to setup SRGB and HDR framebuffers.
- HDR to LDR display rendering examples with various basic tone-mapping algorithms.
- Vulkan enabled for the Yocto Wayland backend.
- Assimp upgraded to 4.1 on most platforms.
- GLES3.ColorspaceInfo
- GLES3.EquirectangularToCubemap
- GLES3.GammaCorrection demo.
- GLES3.HDR01_BasicToneMapping
- GLES3.HDR02_FFBBasicToneMapping
- GLES3.HDR03_SkyboxTonemapping
- GLES3.HDR04_HDRFramebuffer
- GLES3.MultipleViewportsFractalShader demo.
- GLES3.Scissor101
- GLES3.Skybox
- GLES3.SRGBFramebuffer
- GLES3.TextureCompression demo.
- Vulkan.VulkanInfo demo.
- Android build now requires Android Studio 3.1 and the Android NDK16b or newer.

Version 5.0.1
- OpenVX.SoftISP demo.
- OpenCL.SoftISP demo.

Version 5.0
- Tools now require Python 3.4+ instead of python 2.7
- FslBuildNew script that can help you create a new project fast.
- Vulkan support is much closer to its final state.
- The application registration method has been changed so it’s more future proof and allow for greater customization.
- Prebuild binaries have been removed.
  - FslImageConvert.exe was removed as we now support saving screenshots directly in jpg.
  - Prebuild windows libraries removed as we now download and build them on demand instead.
- The directory structure was updated to make it simpler.
- Some tags in Fsl.gen xml files were deprecated.
• Gamepad support.
• New libraries
  o Stb, xinput, perfcounters.

Version 4.0
• First public release on github.
• Early access support for Vulkan, OpenCL, OpenCV and OpenVX.
  o Vulkan samples.
  o OpenVX samples.
  o OpenCL samples.
  o OpenCV samples.
• New libraries
  o GLI 0.8.10, GLM 0.9.7.6
• PixelFormats are now compatible with the vulkan pixel formats.
• FslBuild.py script introduced as a simple unified way to build on all platforms if so desired. It’s still possible to build using the native platform method.
• FslBuild scripts now support limited feature based filtering.
• Introduced a content pipeline to help build vulkan shaders.
• Windows builds
  o Visual Studio 2015 is now the default environment instead of 2013
  o We now use the OpenVG reference implementation to emulate OpenVG.

Version 2.3
• OpenGLES 3.1 support.
• A new ContentMonitor can reload your sample when it detects changes to the content folder (this does not work on Android). This allows for rapid prototyping on most platforms.
• New samples:
  o DFSimpleUI101, ModelLoaderBasics, ModelLoaderViewer, Tessellation101, TessellationSample.
• New libraries:
  o FslAssimp, FslGraphics3D, FslSceneFormat, FslSimpleUI, FslGraphicsGLES3v1
• New experimental UI framework intended to quickly create a UI for your sample app.
• Assimp support on most platforms. It is not supported on Android here we recommend using the FslSceneFormat instead. In general, it will be much more efficient to preprocess your model on a fast platform like a PC and save it in the FslSceneFormat instead of doing it on a relatively slow target platform.
• Experimental support for generating Visual Studio 2015 projects (see the FslBuildgen documentation for details).
• Content loader for Binary texture and basic font kerning information.
• Windows PowerVR OpenGLES emulation support.

Version 2.2
• Demo content can now be stored in bmp, png and jpeg format on all platforms.
  o Some platforms support extra formats via the Devil image library.
• Onscreen performance graph support that can be augmented with custom data.
• Pause and single stepping during demo playback.
• Added infrastructure that allows samples to share a library. See DemoApps/Shared for example libraries.
• Lots of new samples.
  o The Blur, FractalShader, FurShellRendering and DirectMultiSamplingVideoYUV are functional but experimental.
• Experimental G2D support.
• Experimental NativeBatch2D support under 3D api’s. See the DFNativeBatch2D samples for an example of how it works.
• Experimental –mmdc parameter for Yocto builds. If it shows the incorrect information then run mmdc2 before running the sample as it will reset things correctly.

Version 2.1
• OpenVG support.
• OpenVG examples
• Examples: T3DstressTest for GLES2 + GLES3
• Most samples were upgraded to use the Content system to load their shaders and graphics.
• All samples now support the following arguments
  o –LogStats = Log basic rendering stats
  o –ScreenshotFrequency <frequency> = Create a screenshot at the given frame frequency (Not supported for OpenVG).
Chapter 17 Environment Variables Summary

The table below lists the environment variables (ENV) available in the GPU drivers. The use of most environment variables remains static from driver version to driver version, but sometimes these variables need refinements to meet new, advanced conditions not present with the ENV initially introduced.

17.1 Environment variable for drivers and HAL

<table>
<thead>
<tr>
<th>ENV name</th>
<th>Backends supported</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>FB_IGNORE_DISPLAY_SIZE</td>
<td>FB/WLD</td>
<td>0: Clip window to device display size. 1: Do not clip window to the device limits for width and height.</td>
</tr>
<tr>
<td>FB_MULTI_BUFFER</td>
<td>FB/WLD</td>
<td>Number of backend buffers of the framebuffer device. For WLD, define the multibuffer number of Weston.</td>
</tr>
<tr>
<td>FB_FRAMEBUFFER_N</td>
<td>FB/WLD</td>
<td>Define the Nth framebuffer device.</td>
</tr>
<tr>
<td>FB_LEGACY</td>
<td>FB</td>
<td>If board doesn’t support drm-fb, ignore this variable. 0: GPU render through drm 1: GPU directly render to framebuffer.</td>
</tr>
<tr>
<td>VG_API_TIME</td>
<td>FB/WLD/X11</td>
<td>Enable VG API function execution time print.</td>
</tr>
<tr>
<td>VIV_MGPU_AFFINITY</td>
<td>FB/WLD/X11</td>
<td>Control the multiple GPUs affinity configuration. Possible value: • Not defined or defined as &quot;0&quot; GPUs work in GPU_COMBINED mode. • 1:0 GPUs work in GPU_INDEPENDEDENT mode, GPU0 is used. • 1:1 GPUs work in GPU_INDEPENDEDENT mode, GPU1 is used.</td>
</tr>
<tr>
<td>VIV_DEBUG</td>
<td>FB/WLD/X11</td>
<td>Define the user debug message level (-MSG_LEVEL: ERROR/WARNING).</td>
</tr>
<tr>
<td>VIV_FBO_PREFER_MEM</td>
<td>FB/WLD/X11</td>
<td>Renderbuffer is not freed after colorbuffer detaches from FBO (GL ES 2.0)</td>
</tr>
<tr>
<td>VIV_DISABLE_HZ</td>
<td>FB/WLD/X11</td>
<td>This variable can be specifically enabled for i.mx6d/q to avoid gpu hang with occlusion query in ES30, because of gpu hardware problem HBN1246</td>
</tr>
<tr>
<td>GPU_VIV_EXT_RESOLVE</td>
<td>FB/WLD/X11</td>
<td>Enable the external resolve mode (1 by default for FB).</td>
</tr>
<tr>
<td>GPU_VIV_DISABLE_SUPERTILED_TEXTURE</td>
<td>FB/WLD/X11</td>
<td>Disable supertiled texture (64x64 tiled texture is not used).</td>
</tr>
<tr>
<td>GPU_VIV_DISABLE_CLEAR_FB</td>
<td>FB/WLD/X11</td>
<td>Enable clear buffer when a new Window surface is created.</td>
</tr>
<tr>
<td>GPU_VIV_WL_MULTI_BUFFER</td>
<td>WLD</td>
<td>Define the client multibuffer number.</td>
</tr>
<tr>
<td>WL_EGL_SYNC_SWAP</td>
<td>WLD</td>
<td>0: Use asynchronous swap for better performance by default. 1: Enable synchronous swap with some performance impact.</td>
</tr>
<tr>
<td>DRI_IGNORE_DISPLAY_SIZE/X_IGNORE_DISPLAY_SIZE</td>
<td>X11</td>
<td>0: Clip window to device display size. 1: Do not clip window to the device limits for width and height.</td>
</tr>
<tr>
<td>__GL_DEV_FB</td>
<td>X11</td>
<td>Set the path for framebuffer device like /dev/fb0.</td>
</tr>
<tr>
<td>LIBGL_ALWAYS_INDIRECT</td>
<td>X11</td>
<td>Make OGL go into indirect mode. All rendering is done by XserverSet.</td>
</tr>
<tr>
<td>LIBGL_DEBUG</td>
<td>X11</td>
<td>Print error messages to stderr if LIBGL_DEBUG env var is set. Print information messages to stderr if LIBGL_DEBUG env var is set to &quot;verbose&quot;.</td>
</tr>
<tr>
<td>VIV_PROFILE</td>
<td>vProfiler</td>
<td>Enable profiler. Different level results generate different results.</td>
</tr>
</tbody>
</table>
VP_COUNTER_FILTER
vProfiler
Used to control profile different system resource like memory/CPU time usage.

VP_FRAME_END
vProfiler
When VIV_PROFILE=3, specify the frame to end profiling with vProfiler.

VP_FRAME_NUM
vProfiler
When VIV_PROFILE=1, used to specify the number of frames dumped by vProfiler.

VP_FRAME_START
vProfiler
When VIV_PROFILE=3, specify the frame to start profiling with vProfiler.

VP_OUTPUT
vProfiler
Specify the output file name of vProfiler (default is vprofiler.vpd).

VP_PROCESS_NAME
vProfiler
Choose profiler enable process (This option is only available for Android platform, not available for Linux OS).

VP_SYNC_MODE
vProfiler
Enable [1] or disable [0] the synchronous mode of vProfiler (default is synchronous enabled).

VP_USE_GLFINISH
vProfiler
Use glFinish as the frameEnd.

VIV_TRACE
vTracer
Enable tracer. Different levels could generate different logs.

<table>
<thead>
<tr>
<th>ENV NAME</th>
<th>Compiler</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>VC_DUMP_SHADER_SOURCE</td>
<td>GLSLC/VSC</td>
<td>Enable dumping the shader source code.</td>
</tr>
</tbody>
</table>
Chapter 18  Revision History

Table 38. Revision history

<table>
<thead>
<tr>
<th>Revision number</th>
<th>Date</th>
<th>Substantive changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>11/2018</td>
<td>Updated Chapter &quot;OpenCL&quot; with more precise information and also covered latest i.MX products.</td>
</tr>
<tr>
<td>2</td>
<td>06/2019</td>
<td>Made some grammatical updates.</td>
</tr>
<tr>
<td>3</td>
<td>08/2019</td>
<td>Added the i.MX 8M Nano information.</td>
</tr>
<tr>
<td>4</td>
<td>11/2019</td>
<td>Updated the Vivante IDE information.</td>
</tr>
<tr>
<td>5</td>
<td>04/2020</td>
<td>Updated for the Linux LS.4.3_2.0.0 and android-10.0.0_2.1.0 releases.</td>
</tr>
</tbody>
</table>
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