

Developing with Mali-400

Summary:

This training course covers the issues involved in designing systems using ARM's Mali-200, Mali-300 and Mali-400 graphics engines.

Prerequisites:

- A basic understanding of embedded microprocessor systems
- Familiarity with OpenGL and multimedia is an advantage
- Knowledge of ARM system-on-chip architectures is helpful but not essential

Audience:

This course is relevant to those who are developing SoC's incorporating ARM's Mali graphics acceleration technology and also to software engineers developing applications to make best use of this technology.

Length:

3 days

Modules:

- Introduction to 3D Graphics
- Mali-200 to Mali-450 Architecture
- Mali-400 Overview
- Mali-200 to Mali-450 Implementation
- Mali-200 to Mali-450 Memory Management Unit
- Mali-200 to Mali-450 Integration
- Mali-200 to Mali-450 Benchmarking
- AXI Protocol
- APB
- Mali Developer Tools Overview
- Mali Texture Compression Exercise
- Mali Performance Analysis Tool Exercise
- Mali Application Performance Optimization
- Mali-200 to Mali-450 Driver Architecture
- Mali-200 to Mali-450 Driver Integration for Linux
- Mali-200 to Mali-450 Advanced Driver Porting
- Mali-200 to Mali-450 Driver Integration for Android