

Developing with Mali-T600

Summary:

This training course covers the issues involved in designing systems using ARM's Mali-T600 series 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:

4 days

Modules:

- Introduction to 3D Graphics
- Mali-T600 Overview
- Mali-T600 Architecture
- Mali-T600 Processor
- Mali-T600 Getting Started
- Mali-T600 Clocks, Reset, Power
- Mali-T600 Integration
- Mali-T600 Memory Management Unit
- Mali-T600 Verification
- Mali-T600 Implementation & Sign-off
- Mali-T600 Benchmarking
- Mali-T600 AMBA4 Overview
- Mali-T600 Driver Architecture
- Mali-T600 Driver Integration for Linux
- Mali-T600 Driver Integration for Android (optional)
- Mali Developer Tools Overview
- Mali Texture Compression Exercise
- Mali Performance Analysis Tool Exercise
- Mali Application Performance Optimization
- Mali Application Performance Optimization Exercise