arm Training

Arm Mali Graphics Hardware Design

Summary

This training course covers the issues involved in designing systems using Arm's Mali graphics processor in hardware fields.

Arm Mali Hardware training courses are designed to help engineers working on new or existing Mali system designs. Whether you're working on design integration or verification, for a Mali system, the course can be **configured according to your team's experience and relevant Arm IP**.

Courses are built around graphic processor specific hardware integration topics focusing on the needs of the RTL integration and verification team. The rest of each course can then expand on this with the architectural fundamentals necessary for the RTL verification team. The courses can be tailored based on the intended audience. Some key topics are delivered via **pre course on-demand video**.

A **pre course call** with the engineer delivering the training will help you discuss your team's individual training requirements and to identify the material specific to your needs.

At the end of the course delegates will be able to:

- Describe different Mali Graphic processor features and their use.
- Identify and solve key Mali Graphic system design issues.
- Make appropriate system design choices.
- Decide on the best configuration options for their system.
- Debug simulation issues on Mali Graphic processors.

Course Length	Delivery Method	Location
2 days	Classroom	Virtual or Onsite

Audience

This course is relevant to those who are developing SoC's incorporating ARM's Mali graphics acceleration technology.

Prerequisites

- A basic understanding of embedded microprocessor systems
- Familiarity with 3D graphics, GPU compute and multimedia are an advantage
- Knowledge of ARM system-on-chip architectures is helpful but not essential

Related Products

Arm Mali-G77, Mali-G76, Mali-G57, Mali-G52, Mali-G31, Mali-G72, Mali-G71, Mali-G51, Mali-T860, Mali-T880, Mali-T820, Mali-T830, Mali-T760, Mali-T720, Mali-470, Mali-450, Mali-400

Topics

Agendas will be created from the following list of fundamental and optional topics

Fundamental Topics	Optional / Graphic Processor Specific
• Introduction to Arm Mali ♥ • Introduction to 3D Graphics • Mali GPU Overview • Mali GPU Architecture & Processor • Arm Frame Buffer Compression Introduction • Mali GPU Configuration & Integration • Mali GPU Power Management • Mali GPU Model • Mali GPU HW Implementation	• Dumping and replaying test vectors (Mali-G77 only)

♥ = Online and on-demand.

Related face-to-face and on-demand courses

- Intro to Arm DS (Streamline?)
- Arm Mali Graphics Software Development